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SEGA MAGAZINE

#5
MAY '94

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AT **Dixons**

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▲ Daytona Racing is really rather cool and is found on page 48.

SHOWCASES

▲ Tomcat Alley – the future of FMV? Turn to page 20 and see.

MARS AND SATURN: THE NEXT GENERATION 44

True 32-bit games including arcade perfect Virtua experiences are coming to the Megadrive, thanks to the Mega-32 upgrade. It is going to be totally brilliant, bringing Saturn-level graphics and gameplay to the 16-bit system. We have more information on the system than anyone else, anywhere, thanks to this exclusive interview with Sega's European Product Director, Barry Jafrato.

3... 2... 1... GO! 48

Continuing our 32-bit coverage this issue, we have the exclusive lowdown on the incredible racing game known as Daytona GP. Bringing Ridge Racer graphics and Virtua Racing gameplay to the arcades, this game is going to be big. Drool over the screenshots in this frankly astounding four page feature.

BARE KNUCKLE SHUFFLE 52

It's on our cover and it's the best progressive scrolling combat game on any home system. Streets of Rage 3 brings plenty of arcade-style fist action and unparalleled depth to the Megadrive in a vast 24-meg cartridge. Learn everything about the game, including a mysterious hidden character, in this vast showcase.

COME TO THE SUNNY SEGA WORLD 60

The Daily Mirror said that Bournemouth is the sex centre of Britain. More adult magazines per person are sold there than anywhere else in Britain. However, more importantly, you can visit Sega World there and check out the hottest coin-ops, which is obviously far more interesting.

SUPER SONIC SPIN-OFFS 64

Sonic's a pretty popular chap. We check out all the merchandise from the dire to the really rather good in this feature. And we get to eat all those Sonic cakes and chocolate eggs. Smart eh?

DON'T FEED THE DINOSAURS 66

Jurassic Park CD is one mighty fine game - a fact that we hammer home in style with this four page showcase.

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ISSUE 5

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EDITORIAL

THE 32-BIT WAR IS OVER...

... before it has really begun. Everyone wants 32-bit technology. Everyone wants the likes of Virtua Racing and Virtua Fighter faithfully recreated on a home console. The real games enthusiasts looked to expensive consoles like Sega's own Saturn and Sony's PS-X in order to provide that sort of quality - even though those systems are many months away from production and will cost a lot of money (especially if you were going to get an imported machine).

Into the breach steps Project Mars - now officially known as the Sega Mega-32. This system is an advanced 32-bit upgrade for the Megadrive, including the heart of the proposed Saturn's internal RISC architecture and designed to bring gamesplayers the fastest, most exciting "Next Generation" games around.

There are over 2,000,000 Megadrive owners in the UK alone - many of them now hankering for 32-bit technology. They'll all be able to upgrade their machines to the 32-bit standard for a piffling £150.00. This means that Sega have brought 32-bit to the mass market - something none of the competition have done, or indeed are able to do. You've got to admit, it's a brilliant idea, prolonging the Megadrive's life by years, giving the consumers what they want sooner than the competition and at a price that's right.

But what about games? No worries there. Sega are the world leaders in 32-bit arcade technology. I reckon that all of the big 32-bit games will be released on Mega-32 in the fullness of time. I expect to see coin-op perfect versions of Virtua Racing, Virtua Fighter and maybe even the new Virtua Star Wars out on the shelves by this time next year at the very latest.

And since, as Sega say, Mega-32 currently outspecs Saturn in terms of polygon and texture mapping, I'm really looking forward to the home version of Daytona GP (another big name that surely must appear on Mega-32). I saw the Saturn version at the Winter CES Show and that's stunningly close to the coin-op. If Mega-32 really is faster for games than Saturn... the mind boggles.

Let's face it: on paper at least, Sega have covered everything. They've got the technology, they've got the right price and they've got the user base to make a 32-bit upgrade viable - but most of all, they've got the big games and the programming talent (like Sega's AM2 team) to really make Mega-32 the success it deserves to be.

Thirty games are in development from Sega at the moment for the new machine - and what with us being the official Sega magazine, we'll be bringing you the first looks at all these games as soon as they're in a fit state to feature. In the meantime, you can get as excited about Mega-32 as I am by reading our exclusive interview with Sega's European Product Director, Barry Jafrato, on page 43, where he reveals Sega's plans for Mega-32 and (another world first here) gives us the first official line on the Saturn project. No speculation or rumours. Just the facts, direct from Sega - which, after all, is what we're here for.

RAD

We asked our energetic workaholic pal Rad about his month, and got a strange coded reply. "Zzzzz" he said. "Zzzzz".came the reply from under his desk. We tried to probe further, to decipher these obvious pearls of wisdom, but we couldn't see him for his duvet, despite the relaxed luminescence of his Tomy Lullaby Lightshow. What a trooper.

TOMMY G

Boils apart, Tom's had quite a good month. Tony Hart nearly accepted his "Mumy in mi howse and a pritty flowar" for the Gallery section of his show, until he realised the age on the back was actually 21 and not 2½. Then, in his weekly "How to Write Proper" lesson, Tom finally mastered the difference between "there" and "their" - and their is one!

RICH

Rich just hasn't been the same since he went to see Schindler's List, you know - strutting around in a trilby and overcoat. In fact, he made a concerted effort to replace the entire staff of SEGA MAGAZINE with pooches from Battersea Dogs Home. He says he was merely trying to save them from certain death, but we think that the prospect of a workforce willing to produce a magazine for a crate of Chum apiece was just too tempting for our Uber Budget Meister.

SAM

This month, Sam's asked us not to write anything about her being a gun-toting homicidal pyromaniac voodoo head shrinker, as it worries her mother. Her spiritual mother, Granny Zozobar of the Goohoomonhoola headhunters is a bit concerned she might give away a few trade secrets, you know. So we won't mention the plague of boils she inflicted on Tom this month. Not that anyone noticed, really, though. He always looks like that.

TOMMY C'S TOP FIVE COCKERNEY FOOTBALL SAYINGS AND THEIR TRANSLATIONS

1 CHOP 'IM

Quite an easy one, invites a defender to make a last-ditch professional foul attempt as the opposition reach your goal. Just to show us Cockernees are as fair and gentlemanly as the next man. As long as he's Vlad the Impaler.

2 MAN ON

Not a difficult number, this. It means there's a man on. You know, sort of about to tackle you and that.

3 FROOOOOO

Or "through" in English. It means to play "through" a line of defence or somesuch. Of course, "froooooo!" is a coded way of saying it to prevent the opposition from picking up your tactics. Honest.

4 DEFENCEAAAAAAAAA

Oh dear, it looks like one of the enemy forwards has made a break through your ranks and is heading right for your goal. No-one can be bothered to run all the way back. What can be done? Quick, warn your defenders! Defenceaaaaaaaaa!

5 EDSAP!

Translates as "heads up" in Earth language. Encourages a group of your own players to jump for the ball, "heading" it away. Another term to use in this situation is "on me 'ead my san!".

RAD'S TOP FIVE SKIVES

1 MACMAN

Low-quality Pacman variant installed on our computers. Uses keys to play, so gives the impression that you're typing when in reality you're skiving. Er, that is to say, thinking.

2 THE SHOP

Going to the shop is a double-edged skive. Whilst it does mean ten minutes away from the daily grind, it also means having to buy fourteen thousand bags of Crackersnacks for the two Toms. However, everyone is so grateful they never realise your true intention. Ahahahaa!

3 READING THE TRADE PAPERS

An excellent one. To the outside world it appears you're keeping abreast of the ever-changing electronic entertainment industry and being a right proper swot. Bit little does everyone realise you couldn't give a stuff about the new CD32 edutainment range from Dudley-based Binkysoft.

4 FINGER SPLINTS

Pretending you've broken all your fingers by shutting them in a door is a very good one. It's essential to get some fake casts for your digits, though. It also helps if you say "Ow" every time you touch your keyboard as though you're in real agony.

5 GETTING SACKED

Revealing all the cunning tricks you use to avoid doing any work is a particularly effective way of being made redundant. Hooray! Not only does this skive get you out of working during the day, it means you don't have to get up early to go into the office any more!

TOMMY GEE'S TOP FIVE SUPER VILLAINS

MING THE MERCILESS

The evil ruler of Planet Mongo and arch-enemy of Flash Gordon, Emperor Ming is the envy of all other super-villains thanks to his dastardly bootlace moustache, his harem of alien babes and a hypnotic ring that makes women perform naughty deeds. Sadly, his career went downhill when he joined the Defenders of the Earth cartoon and turned green. Not to be confused with Emperor Wang and his sex-ray.

BRAINIAC

An alien master scientist, Brainiac 5 of the planet Colu is forever plotting the downfall of Superman. In fact he even shrunk the capital city of Krypton and put it in a bottle. Just like Ming, Braniac has an evil-looking moustache, although he hasn't got a harem or a hypnotic ring. However, he does have psychic powers, so he can still hypnotise women.

THE MEKON

Ruler of the northern hemisphere of Venus and leader of the Treens, the Mekon is the most evil villain of them all. Rather poorly, he doesn't have an evil moustache, but then he doesn't have any hair at all. What he does have is a little body and a big green head. He doesn't have a harem or a hypnotic ring either, but that doesn't really matter because I don't think he likes women. All us puny Earthlings look the same to him.

DR ROBOTNIK

To be honest, Dr Robotnik is a rather poor villain, but he does have an excellent handlebar moustache. He doesn't have a hypnotic ring though. Not that it matters, since there aren't any women in the Green Hill Zone. Naturally, this means he doesn't have a harem either. Mind you, considering his unnatural obsession with small animals, he's far more likely to have a hutch.

MASKATRON

Occasional enemy of the Six Million Dollar Man, Maskatron could have an evil moustache whenever he wanted, since he could swap faces. You know, Paul Davies of Mean Machines came down yesterday and said I was Maskatron, because I looked like someone else. But then, he's mad.

JEFF

"You know," said Jeff, with a dramatic pause as he lit a cigarette "it's pretty hard to type with broken fingers. Know what I mean?" as he saw that our monthly team update was under way. Thus nothing will be said about his amoral supermarket expeditions with his young son, nor the allegations that Jeff already has the lad drinking bourbon in smoky bars until two in the morning, heckling the other customers.

TOMMY BOY C-BOY

Sometimes it seems that Mr C, our design art layout technician editor assistant master, is the only normal, well-adjusted human being in the team. The one with the friends and an active social life. And then Arsenal win a couple of games and that facade goes straight out the window as Tom relates weekends locked in his room screaming "Gooners! Gooners!" feverishly to himself. Oh woe.

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SPECIAL THANKS: Yes, thank you all those people who so graciously aided us in our merchandising feature. And thanks to Acclaim for their help, too. Sue Peat at Match magazine is very nice as well.

SPECIAL NO THANKS: A particular person who really managed to wind everyone up and get in our way all month.

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VIRTUA STAR WARS WOWS AOU SHOW

The latest in Sega's line of Virtua games was officially unveiled at the Tokyo AOU show in Japan.

▲ As you can determine from this action-packed shot, coin-op Virtua Star Wars makes brilliant use of the Model One arcade board - thus making it a another prime candidate for conversion onto the new Mega-32 machine.

Using the Model One arcade board (as used in Virtua Racing and Fighter), Virtua Star Wars features levels taken directly from the movies - and with the aid of Model One technology, the result is nothing short of stunning. The picture here is from an early version of the game (which looks impressive enough), but the finished version should be even smarter.

Be ready for a brilliant showcase as soon as we can blag some pictures of the finished game from Sega Amusements. In the meantime, check out our incredible Daytona feature, found on page 48.

CODIES GO GLOBAL

While other developers are positively refusing to develop for the Master System, Codemasters are remaining loyal to the machine with a whole string of titles lined up for 1994.

Apart from Dropzone (see preview on page 36) one of their most ambitious titles is Global Golf, due for release in July. The sim features complex gameplay routines, practice courses, tournament and world cup tours, with a sprinkling of multi-player options too. There's also a multitude of varying weather conditions to battle against and two different courses – one designed for beginners, the other a more difficult course for seasoned pros.

Global Golf sounds as if it has all the makings of a great golf sim, but with PGA Tour Golf already on the shelves, it's entering a very competitive market. See how it bears up in a future issue of SEGA MAGAZINE.

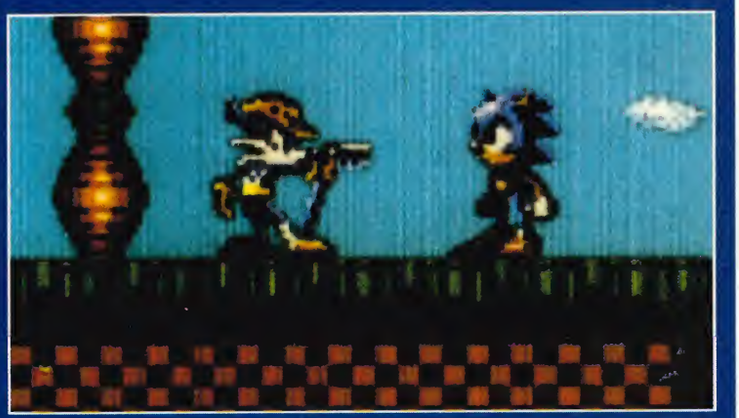
Meanwhile if you can't be doing with all these action titles, perhaps you'd be interested in yet another Codemasters title, due for release in July. Captain Dynamo features an old age pensioner, bent on saving the world by next Thursday – just in time to beat the queues and collect his next pension. The game features the ancient art of stick brandishing and elbowing at jumble sales and there are some great speech samples such as "Eee, it were all different when I were a lad" and "You young 'uns, you don't know the meaning of hard work". Actually, that's not true at all, except that Captain Dynamo is definitely an adventure about a superhero in his "afternoon years". More news as it comes.

VIRTUA DODGEM CARS!

Sega of Japan's amusements section has printed a brilliant catalogue of all their large-scale cabinets (for the recent AOU show in Japan) and some of the games they've produced are totally out of this world.

A lot of these games haven't made their way to Europe yet (and some won't make it at all), but definitely the most intriguing of all is this Virtua dodgem car ride! it's dodgem car action as per usual - but with one difference - the cars are totally enclosed and you (and all the other dodgems) take part in a networked game.

It all sounds incredibly interesting, and rest assured, we are investigating...



SEGA ANNOUNCE CHAOS 2!

One of the best-selling 8-bit games of 93/94 was Sonic Chaos on Master System and Game Gear. Now Sega have announced that they are to release a sequel.

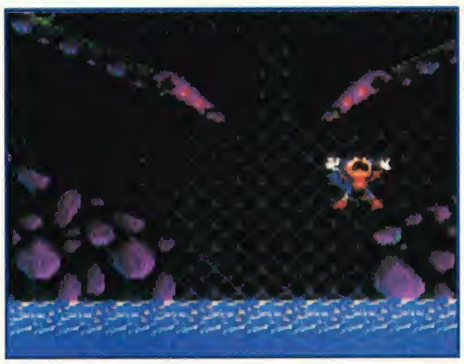
Sonic Chaos 2 picks up where the original left off, but incorporates a number of all-new and, dare we say it, intriguing features.

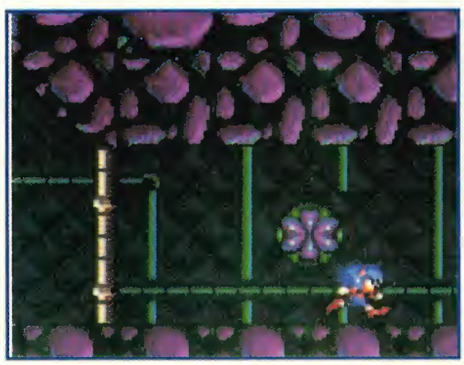
For one, should the player choose to control Tails, he now has unlimited access to the duo-tailed one's helicopter flying capabilities, enabling any location on the map to be explored. Sonic himself has a new super strike attack which is his most powerful attack ever.

Other additions include a mega 3D special stage, multiple routes and endings, a time trial mode, along with a new character (we should have a picture of him on the page somewhere) - Jet the Sniper.

Sonic Chaos 2 will be out this October - more news soon.

SPINBALL FOR GAME GEAR





The more intellectually dextrous among you will have already got the gist of this news piece. The really rather decent Sonic Spinball has been converted from the Megadrive onto the Game Gear and will be released this June.

GG Sonic Spinball has multiple game features and objectives, including five levels (each with a specific theme) packed with flippers, bumpers, drop targets and drain points.

Sonic Spinball weighs in at a hefty 4-meg and is looking rather promising. We'll be bringing you more coverage in next month's edition of this very magazine.

GALAXIAN 3 - SEGA STYLE

Launched at the recent AOU show in Japan was a brilliant new multi-player experience from Sega.

Known as Cyberdome, it's very similar in execution to Namco's Galaxian3, but boasting even better graphics and more players in the game at once. Again, it's not certain whether it will make its way over here (after all, it is one of the most expensive coin-ops in history), but if it does, it's well worth a look.

SONY GO FOR FAMILY VALUES

Sony have recently snapped up the rights to distribute the Megadrive version of Addams Family Values, developed by Ocean Software.

The game is due for release in the summer and of course, will include many a scary/wacky level. It's not been disclosed whether the game will be of the platform type, but you can bet your bottom dollar that it's highly likely. Let's just hope it's not as dire as the previous Addams family game programmed by Ocean and released by Acclaim last year.

PINKIE FROM PLANET PURPLE

Coming soon from Tengen is a platformer featuring a pink alien from the planet Purple.

Pinkie is something of a planet trotter, his mission being to collect the last remaining dinosaur eggs in the universe so that the race can be saved from extinction. Pinkie will be released on both Megadrive and Game Gear in September, although at present, very little of the game is complete. Look out for a full preview in the next couple of months.

Also due for release in September is the long-awaited Megadrive version of the Lawnmower Man. The adventure is based on the Super NES version of the same game, although it appears that Tengen aren't altogether happy with the gameplay and are revamping most of the platform sections (just as well as they were the most boring part of the game). Again look out for a preview in up and coming issues.

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GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL

Sue 14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.

Steve 17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

Joe 15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

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SEGA MAGAZINE

NEWS

COMING SOON

MEGA DRIVE

MAY
VIRTUA RACING
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LOST VIKINGS
BRETT HULL ICE HOCKEY
RYAN GIGGS' CHAMPIONS

JUNE
STREETS OF RAGE 3
ALL-STAR TENNIS
BODY COUNT
MARIO ANDRETTI RACING
DUNE 2
SPEED RACER
PELE 2
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THE INCREDIBLE HULK

JULY
ITCHY & SCRATCHY
VIRTUAL BART

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MAY
DRACULA UNLEASHED
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TOMCAT ALLEY
JURASSIC PARK
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TERMINATOR

JUNE
ANOTHER WORLD 2
SOULSTAR
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JULY
BATTLECORPS

Master System

MAY

JUNE
FIRE & ICE
THE INCREDIBLE HULK

JULY
DROPZONE

GAME GEAR

MAY
GP RIDER

JUNE
SONIC SPINBALL
FIRE & ICE
THE INCREDIBLE HULK

JULY
DROPZONE
ITCHY & SCRATCHY

To quote Jimmy Saville - "Now then, now then, now then, young man". To get updated release information that is totally accurate, why not give Sega's special telephone number a ring. It's not an 0898 number or anything and calls are charged at the normal rates. We've just called it and it's flippin' marvellous. The number is 071 244 2698

BUBBA 'N' STIX

Our goofy hero and his friend - an intelligent alien stick - have crash-landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use Stix in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this multi-directional scrolling puzzle.

MEGA DRIVE

CORE DESIGN LIMITED

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▲ What a brilliant idea! Wing Commander on the Megadrive uses a special sprite-scaling and rotation ASIC microchip to boost the graphical capabilities of the 16-bit machine. The possibilities for the chip are virtually endless.

EA UNVEIL WING COMMANDER

Ever heard of Wing Commander? Released around three years ago on the PC, it revolutionised computer games with some gobsmacking visuals.

Well, now, after a spate of sad console conversions, it's coming to the Megadrive, courtesy of Electronic Arts. This version, at least, promises to be very good. Other consoles couldn't quite handle the graphics properly, but EA are taking no chances, introducing a custom ASIC microchip (as featured in the Mega-CD) into each game to handle sprite-scaling and rotation.

This should help to make Wing Commander one mean blast. More news soon.

PSYGNOSIS SIGN UP MORE TITLES

Psygnosis have been rather quiet on the release front lately, but they have a whole bundle of games currently under development.

First up is Rescue, a Megadrive title which is amazingly similar to Sega's Sub-Terrania. In fact, the story is exactly the same, with Blake (the hero) battling against the forces of gravity and a fleet of killer robots. However, what makes this game potentially different is that in between each mission, there is a Starwing-style level which you must overcome to reach your next destination. Although these sub-levels are largely unplayable at the moment, they already look very impressive and they received such a good reaction from the specialist press that Psygnosis are currently expanding them to full-level size.

Also under development is Flink and the Enchanted Castle, for the Megadrive. This is a typical Psygnosis fantasy-style platformer and although only one level is complete at the moment, it boasts some truly gorgeous graphics. As yet, the gameplay is also undisclosed, but Psygnosis are working towards making it a highly original platformer, including much more than your average jump-and-punch gameplay.

In addition to these two titles is the provisionally-named "Castle Game", a Megadrive title very similar to Snake, Rattle and Roll (ie. a 3D arcade-style romp), and the CD version of both Shadow of the Beast 2 and Sensible Soccer. Expect to see all of the aforementioned titles in the shops sometime this Autumn.

SEGA MAGAZINE RECOMMENDS...

An all-new section in the magazine where we write down what our current fave games are. But then, you probably gathered that from the basic layout of the piece and, indeed, the headline over this bit of text.

SUB-TERRANIA

There hasn't been a decent blaster released for, crikey, months now. Well, actually that's a lie, because Sub-Terrania is out now and it's utterly brilliant. Original, playable and lovely to look at. It's a shooter in a class of its own. Get it.

VIRTUA RACING

Hopefully, this should be out now officially at £69.99 - up to £30 quid cheaper than some of the unscrupulous importers' prices we've heard about. Virtua Racing is an excellent road race game (in fact it's the best ever seen on the Megadrive) - with the SVP chip providing incredible polygon graphics. If you can afford it, this is something of a must-buy scenario.

DOUBLE SWITCH

The latest generation of Mega-CD titles is looking exceptionally promising. Double Switch is one of the best FMV titles ever, with decent acting (makes a change), great action and an intriguing storyline.

▲ Look! No SVP chip or anything! This shot comes from the new Psygnosis game known as Rescue. At the moment, this part of the game is simply a bonus level, but the coders are expanding them to full-level size as we speak (or write, as it were).

▲ This game is looking good, but it doesn't even have a name yet - apart from the working "Castle Game" title.

▲ This is Flink and the Enchanted Castle. Nice graphics eh?

This is Frogger, one of the sub-games contained within Bubsy II – the other one hasn't been developed yet.

FIRST PICTURES OF BUBSY II!

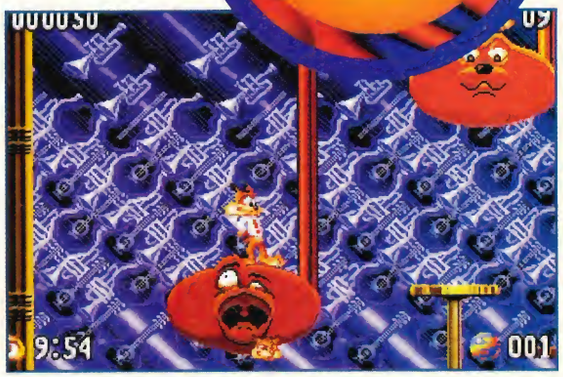
After a very successful debut on the Megadrive last year, Bubsy is back for more action in his second adventure, imaginatively entitled Bubsy II.

The action features the same collect-and-kill platform formula as the first game, although this time Bubsy has enlisted help from his two young bobcat cousins, who, for some strange reason are both called Terry. In true annoying-nephew style, the twins insist that Bubsy takes them to visit a new hyper-reality amusement park. However, after arriving a day early, the trio discover a dark secret – Oinker P. Spamm, the proprietor is hatching plans to steal reality from the rest of the world. Still, this doesn't deter the twins from wanting to have a go on all the park's ace rides, so they slip under the gates while Uncle Bubs has his back turned. And so the adventure begins. Bubsy must track the twins through fifteen different levels before Oinker gets a chance to steal reality for good.

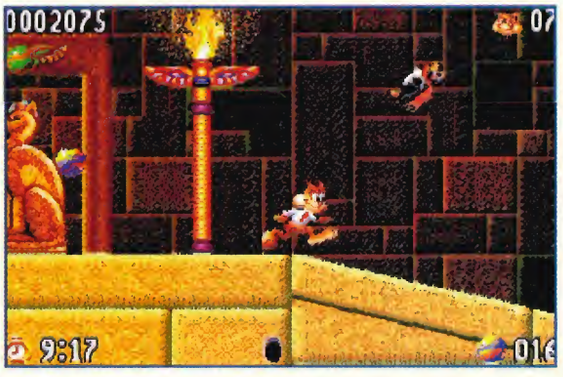
As well as all the usual levels, there are three sub-games to complete, a two player mode which can be be played either cooperatively or competitively, and a non-linear style of gameplay which means you can choose to play the levels you want, when you want to.

These are the first UK pictures of Bubsy II and at the moment, only a couple of levels are anywhere near playable. However, it does seem that this time round Accolade have tried to pack more features into the adventure, making for an altogether more appealing package than the original Bubsy. Look out for a full preview in the coming months.

▲ Instead of collecting yarn balls (apparently essential to any Bobcat's existence) this time Bubsy is after marbles. Why? Because he is, that's why.



▲ One of Bubsy's new features is that he's able to use portable holes, which prove very useful when attempting to get out of sticky situations. Bubsy is also able to utilise a biplane, a diving suit a bazooka gun and loads of smart bombs.



▲ There's an option in Bubsy which allows you to tailor the game to your own needs. Levels can be set so you need to collect a certain amount of lives, points or marbles before you can complete them and you can even set yourself different time limits!

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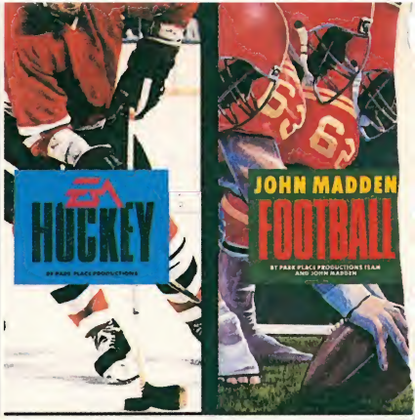

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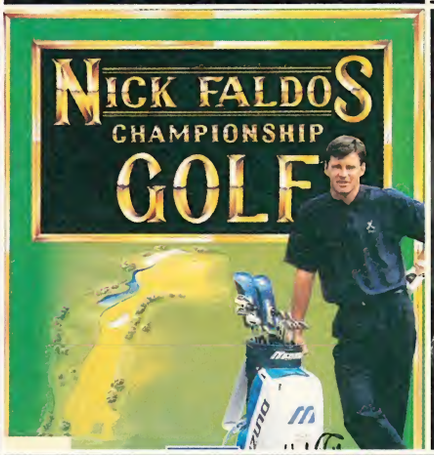

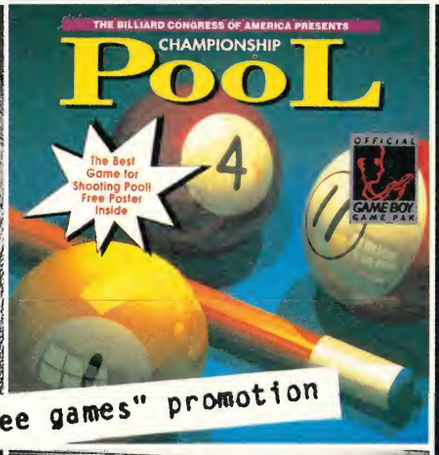

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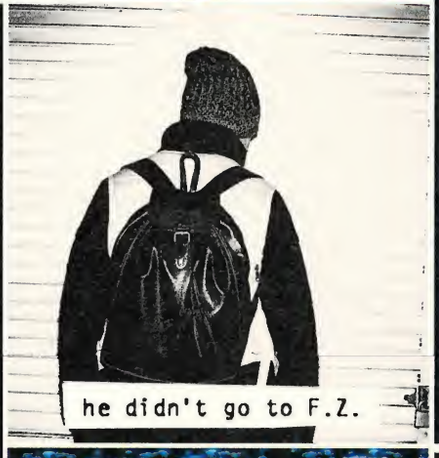

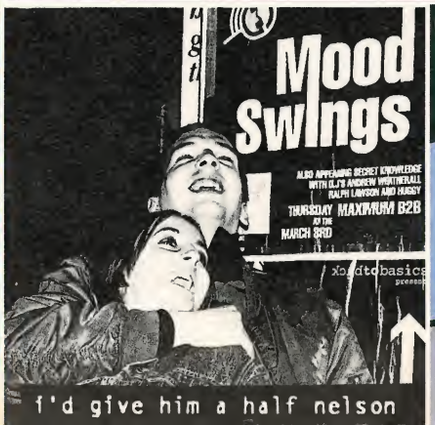

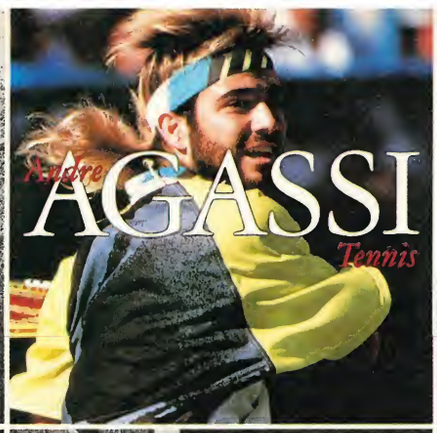

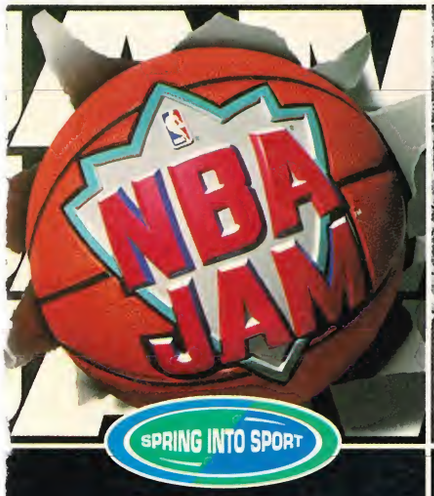

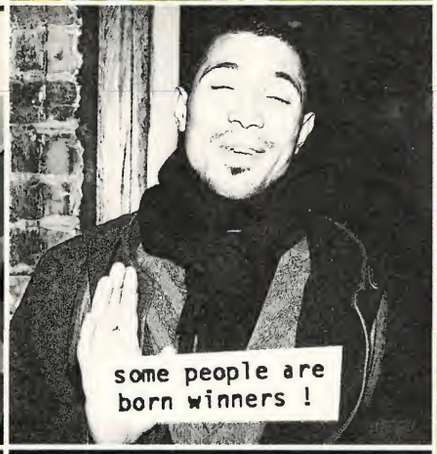

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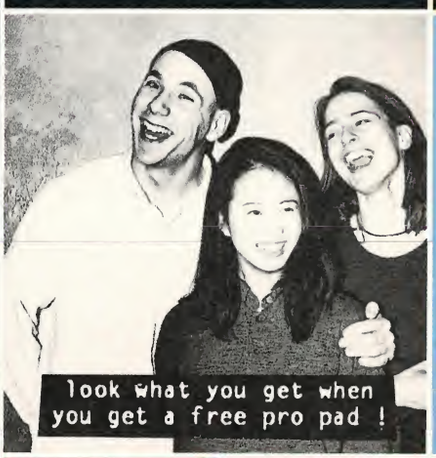

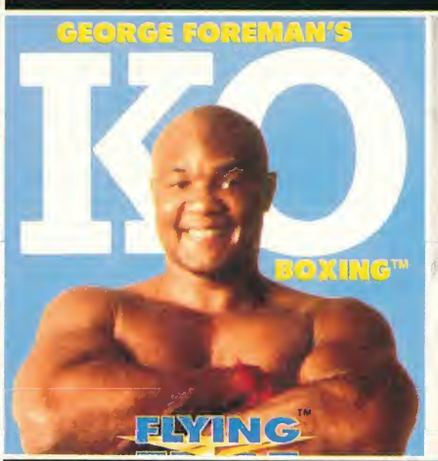

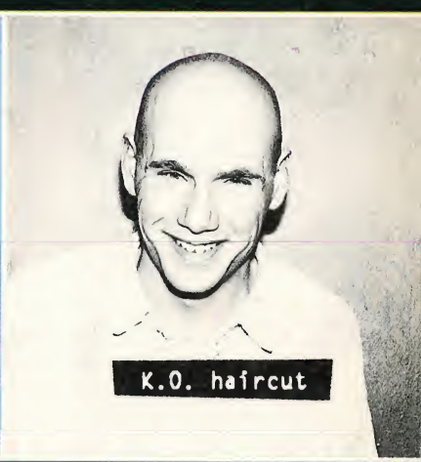

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PREVIEW

CD

BY: SEGA

RELEASE: MAY

TOMCAT

Tom Cat Alley is one of the most eagerly awaited Mega-CD titles of the year. The game features full-screen Cinepaked full-motion video - a first for the Mega-CD - and uses professional actors, exceptional special effects and direction from a Hollywood veteran who's worked on all manner of blockbusters, including Star Trek: The Motion Picture. This kind of investment reinforces Sega's belief in the under-exploited CD platform and scotches once and for all the rumours that the company has abandoned development for the Mega-CD.

So what about Tom Cat Alley then? What's it all about? Is it looking any good, or what? Well, for starters, the perspective taken on the action is pretty innovative. Your job is to take control of the navigation, weapons and evasive manoeuvre sequences of an F-14 TomCat. What this basically means is that you have no control over where your craft goes (apart from choosing navigational waypoints and suchlike), but you do manage to do all the blasting, radio communications and you can even execute rolls to avoid incoming missiles. Sega of America's adept coders have seemingly overcome the linear nature of CD titles by giving you plenty of options during the game.

Of course, the benefits of full-motion video are mercilessly rammed home in Tom Cat Alley. The storywriters have penned an exciting and convincing CD FMV experience and the inclusion of real actors, decent special effects and smart sets have really paid off. Of course, it's the gameplay that really counts and that's something that we'll cover in-depth next month in an exclusive review and topping showcase.

➔

▲ Take to the skies. This is an exterior view of your plane shadowed by its wing-plane.

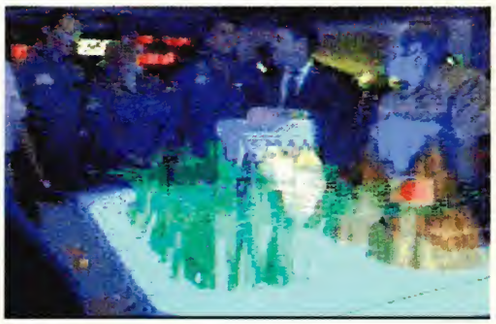
▲ Your faithful wing-team in action. The girl is Ratchet, hot-headed pilot and love interest. Grr.

▲ Woah, that was close! An enemy bomber explodes taking its deadly cargo with it.

ALLEY

▲ Yeehah! Your plane loosens off one of its deadly homing missiles. Scratch one MIG.

▲ I have you now! An enemy plane is in your sights. Now if you could just get a fix...



▲ Your chief tells you about your next assignment with the help of his handy hologram table.

Chocks away! Being a superstar, terrorist bashing, fighter-god, your base happens to be inside a rather impressive mountain, which you leave via a secret opening.

PREVIEW

▲ There are three planes in the area. Which one are you gonna go for?

▲ Hoo boy, it's Ratchet. She's a damned good pilot. Yep. Definitely.

▲ Hey, what's going on? An enemy missile? Where? Aargh! Squeal!

◀ You can run, but you can't hide! An enemy MIG leads you a merry chase through a canyon.

▲ When an enemy plane locks on to you, a WARNING signal flashes across the screen. You've got to act quick. Hit the evasive action icon to put your plane into a barrel roll. Be careful though, you can only do this so many times.

▲ Did they use Airfix models or real fighter planes? Hmm, I wonder?

▲ I hope there weren't any actors in that plane. Eastenders are always on the look out for up and coming new talent.

▲ The bomber takes the full brunt of your weaponry. Another pilot buys a ticket to the airport in the sky.

▲ The end of the first mission pits you against a huge bomber. Take it out!

▲ Locked on! Fire a missile and watch it home right in on the enemy plane. See you on the other side!

PREVIEW

8-MEG

BY: ACCLAIM

RELEASE: AUGUST

RYAN GIGGS'

With the amount of Football games already available for the Megadrive, it's refreshing to see something new. Take Ryan Giggs' Champions, coming soon from Acclaim. In this game, you take on the role of Man Utd super-god, Ryan Giggs himself, and enter a fantasy world filled with fire-breathing dragons and vicious goblins, as he attempts to rescue innocent children from the Darklord Yog Sothoth. Actually, that's a complete lie, it's another football game.

▲ Football action here from Ryan Giggs.

▲ Well, not THE Ryan Giggs, just his game.

▲ It's a funny old game, etc.

But wait, because this footy sim is actually the work of none other than Park Place, the highly-acclaimed programmers of such sporting greats as John Madden Football '92, NHLPA Hockey and Muhammad Ali Heavyweight Boxing. All of which have proved to be the best games in their field possibly because they capture the feeling of the sport so well.

Rather than going for an overdose of options, Park Place decided to keep things simple, concentrating on making the gameplay more realistic. Unlike most Soccer games, the ball doesn't automatically stick to the feet of the player. If you want control of the ball, you're going to have to learn to dribble it. In fact, as you master the game, you can eventually take full control of all the aspects of your team, switching from computer-controlled goalies to semi-controlled goalies and eventually, for expert players, fully controllable goalies.

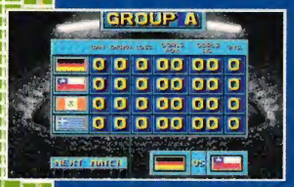
Graphically, the game is shaping up well. The horizontally scrolling pitch is packed with smartly animated sprites as they run, tackle, dive, roll and even slap their heads in horror at a sneak goal from the opposition. What's more, the final version should hopefully see an appearance from Ryan Giggs himself, extending his footballing knowledge to us mere mortals.

Of course, all that matters is whether it's better than FIFA International Soccer. Well, the only way to find that out is by keeping an eye out for the future review in SEGA MAGAZINE.

SEGA

CHAMPIONS

▲ Someone scores a goal in Ryan Giggs' game.



▲ The sheer variety of backdrops are displayed to the full here.

▼ Some footballers running around trying to score goals.

PIC PHILLIP BAGNALL

PREVIEW

16-MEG

BY: US GOLD

RELEASE: JULY

THE INCREDIBLE HULK

US Gold are aiming to capture the more popular "classic" view of the Hulk - an angry misguided creature whose physical rampages somehow manage to put right wrongs created by an army of super-villains... a wearer of absurd purple pants who says "Hulk smash!" a lot. You see although he's still super-strong, the Hulk these days is a bit more intelligent and is a wearer of large designer clothes.

The Incredible Hulk joins the legion of comic characters converted to the Megadrive in the form of a platform game. Here he uses all manner of special moves supplemented by his superhuman strength in order to do battle with some of Marvel Comics' most lethal foes. It's a large cart configuration, with US Gold cramming in loads of secret moves and techniques to promote the game's lastability.

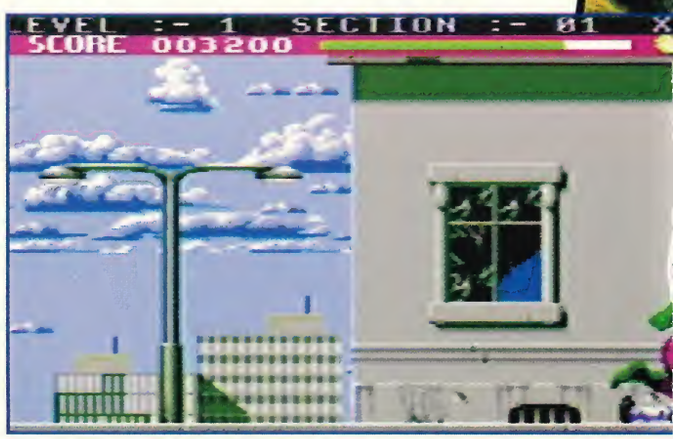
Included in the gallery of evil are the Absorbing Man (small fry - even Spider-Man could deck him in his sleep), Tyranous (an evil piece of work) and Abomination (radioactive mutant like Hulk, but a lot nastier). Another famous villain set for the conversion is Rhino (again a bit weedy compared to the Hulk). They have all been hired by the twisted genius known as Leader - who makes his appearance at the end of the game.

From what we've seen, the chances are you're likely to enjoy this Megadrive version of The Incredible Hulk. The visuals and movement of the game are stunning. Graphic artist Kevin Bulmer has produced some truly exceptional sprites and backdrops, whilst Keith Burchill's coding is slick in the extreme. The project is being overseen by Probe Software - they of Alien 3, T2 and Terminator fame.

Hulk is slated for a July release, so expect to see a full review in the next couple of months.

▲ The Absorbing Man is actually pretty weedy.

▲ Yet another evil-doer encounters some Hulk justice.



▲ The hulk has a special charge attack that lays waste to enemy sprites with incredible ease.

▲ Hulk does care. Sometimes he just needs someone to hug. Shame they tend to splatter as a result, but there you go.

▲ Even Spider-Man pummelled Rhino with little effort. It's good to see the Hulk having similar success here.

▲ Well, that's not very sporting really is it?

▲ Even the very backgrounds are alive with evil!

▲ Cripes! Another evil boss-type.

▲ Special moves are plentiful, making meanie-wasting a lot of fun.

PREVIEW

HURRICANES

16 MEG

BY: US GOLD

RELEASE: JULY '94

Coming this summer from US Gold is a Megadrive and Game Gear conversion of Hurricanes, a cartoon series produced by Scottish Television. The Hurricanes are an international football team consisting of a mix of top players and young hopefuls with behavioural problems (hey, right on).

They spend the majority of their spare time raising money for charity, so when Stavros Gorkos, their arch enemy invites them to play a football match on his island for a prize of £100,000, the team become rather excited. However, to reach the island, they must travel through many distant lands, each presenting the team a different challenge.

Well, we have to admit, this all sounds very liberal and nineties, but despite its footballers-with-attitude theme, this is yet another platformer. There are five levels in all and each stage is split up into further sub-stages. As the player, you can select any member of the Hurricanes as your super-warrior and there's a simultaneous two-player option too.

At the moment, this is shaping up to be a little predictable, but with so little of the game presently completed, it's hard to make an accurate judgment. Look out for the full review in the July issue of SEGA MAGAZINE.

▲ There's a simultaneous two-player option in Hurricanes as well you know.

▲ Hurricanes features lots of scary monsters, just like the ones in this screenshot.

▲ Flying footballers? Whatever will they dream up next.

▲ This guy's a bit of a loner, don't you think?

MATCH

MATCH ~ the football mag that matters! Get it every week!

PREVIEW

PREVIEW

8-MEG

BY: SEGA

RELEASE: TBA

WORLD CHAM

As if there aren't a gazillion Megadrive football games around already, Zeus, Lord of the Gods has gone and stirred up even more trouble by making it a World Cup year, giving people yet another excuse to make even more football games. And would you believe it, here's one right now – World Championship Soccer from Sega.

Basically, this allows you to take part in this year's World Cup. The group set-ups are authentic, pitting all the correct first round teams against each other and there's even a map of the USA showing you where each match takes place.

And there's more. You can relive the action of the last two World Cups as well, with the genuine team line-ups from Mexico '86 and Italia '90. Of course, if you don't fancy using the authentic set-ups (and who could blame you with England absent from the US World Cup?) then you can always customise the World Cup to your taste, putting in the teams you want.

As far as gameplay goes, this has a strong arcade feel, with an easy-to-master point-and-aim control system. However, expert techniques such as aftertouch are present too.

Best of all though, are the hilarious intermission screens. Score a goal and you'll be treated to a scene of excitable footballers bundling each other– complete with horrific perms. Earn a yellow card though and you'll be subjected to the hideous Beano Town referee and his incredibly comic jowls.

As yet, no release date has been set, but with the World Cup only a few short months away, you can expect it to coincide with the big event. Stay tuned for the full review soon.

▲ Neanderthal United have scored! The crowd look on in horror.

▼ Dr Mengele's cloning project is a success. Meet the new Argentinians.

▲ Get your finger out of my ear. That's no finger. Aah!

▲ It's 0-1. No, it is.

▲ One-legged football!

▲ Gooooooaaalllll!!!!

SEGA

PIONSHIP SOCCER

▲ We'll take them using a 4-3-3 formation.

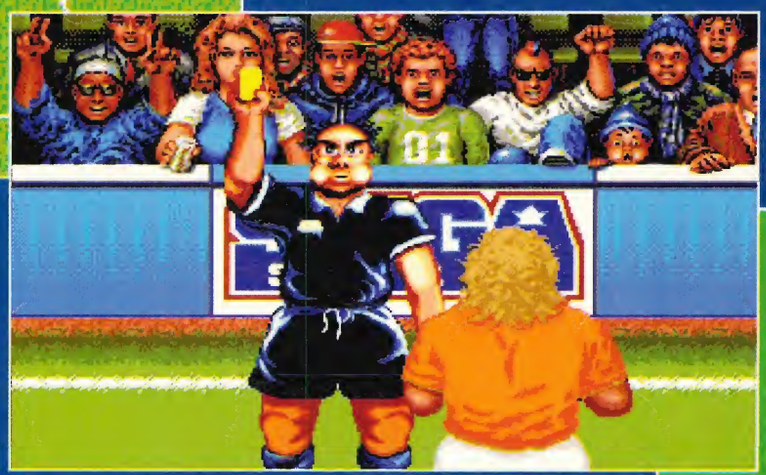
▲ And we'll use big yellow arrows.

▲ As Johnny fell to his knees, the hungry savages moved in for the kill.

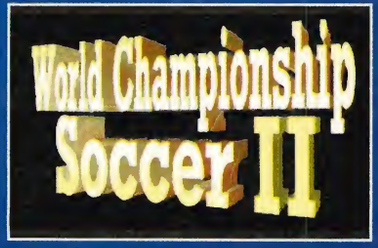
▲ Flag circles. Aliens or hoax?

▲ "Oal!" The crowd go wild. Japan have scored an oal.

▲ Yup, there's loads of footballers in this game.



▲ "Mmmph phmm mrrph." said the Ref.



▲ He shoots! He scores!

▲ These flags represent all the participating countries.

▲ Hey, someone's left their wig over here. Who's hairpiece is this?

PREVIEW

MEGA CD

BY: ACCLAIM

RELEASE: TBA

MORTAL K

▲ Poor Liu Kang. All he did was help Sub Zero get ahead. Bwa ha ha ha!

▲ Aieee! Flee! It's Mott the Hoople and his gang!

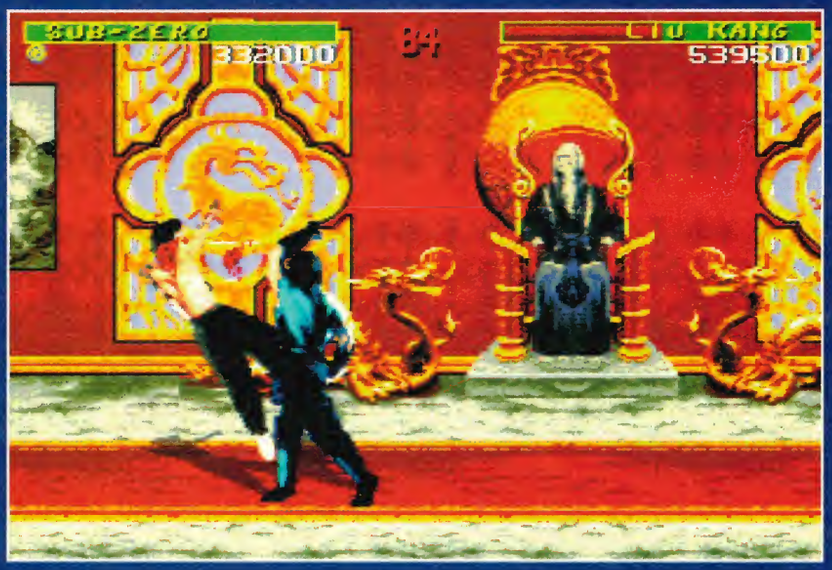
▲ Yes. All the young dudes etc.

▲ The Mortal Kombat dance troupe perform their act for the Crash Test Dummies School.

▲ Cough cough cough splut. Oops, sorry Liu Kang.

KOMBAT

Mortal Kombat is certainly an exciting game. When the first home conversions were released a few months ago it caused crowds of youths to run round and round the streets shouting its name a periodic intervals. "Mortal Kombat!" they would shout, "Mortal Kombat!". And now these same youngsters have reason to do this all over again. "Mortal Kombat!" they will shout, "CD!" - for such is the version which will soon be available.

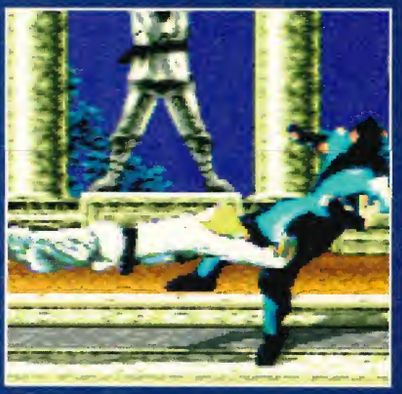


▲ No prizes for guessing what this is - some violence.

▲ This is part of the FMV intro showing arcade footage.

▲ And so's this. I am Mightor!

▲ Ooh, ooh, watch it Sub Zero, there's a thread loose on your costume.



▲ Haha! Now, whilst you are busy with your sewing kit, I attack!

Mortal CD is being programmed by the same team responsible for all the other critically acclaimed conversions. In the grand tradition of Mega-CD versions of Megadrive games, Mortal Kombat CD features a lovely two minute full-motion video intro. This is, in fact, the very people running around and shouting as featured in the advert, but fortified with a minute and a half of previously unseen footage and a bleeping, drum machining, techno-type soundtrack. Full-motion fun also makes itself evident in the character profiles, with the full attract routines of the arcade in evidence.

The in-game graphics benefit from the increased memory of the CD, with more frames of animation packed in to give the game a smoother look than any other version. The backgrounds are also more detailed, with more layers of parallax than the Megadrive cart.

The massed ranks of cheats included in the Megadrive version are joined by still more "unlisted enhancements". By far the best of these is the hidden Turbo mode, which speeds the action up to an incredible pace in case you're some sort of expert player. Some of the cheats, such as the one which re-names all the characters after members of Dad's Army are a bit less useful.

So it's a nice, shiny polished update of the Megadrive cart, but is it actually worth the money? Is it sufficiently different and improved to warrant the expense? Well, ha ha, we're not going to tell you, because it isn't finished yet. However, watch out for our ace full review, coming soon to a SEGA MAGAZINE near you.

SEGA

PREVIEW

PREVIEW

8-MEG

BY: US GOLD

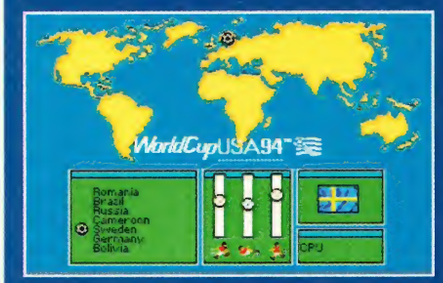
RELEASE: MAY/JUNE

WORLD CUP USA '94

The flow of Megadrive soccer simulations continues unabated. This month alone, we preview three new simulations of England's most popular sporting activity – and among them comes this latest attempt from the creators of the legendary Super Kick Off.

©1991 WC '94 TM

Hooray for the plucky Global Village spirit of this game.



Brush up on your geography with World Cup Football.

Every footballing option you could possibly think of has been included.

US Gold are pinning their hopes on their entry being as successful as the mighty FIFA International Soccer. World Cup features all the countries in (or out of) the World Cup and is heavy with animations of its mascot, Striker, mucking about doing his soccer-related "thang".

But what of the game itself? Well, credit must go to US Gold for producing what must be the comprehensive set of options ever devised. FIFA and even the optionally super-endowed Ultimate Soccer have nothing on this. Amongst the plethora of options you'll find all the teams in (or out of, in England's case) the World Cup and you can play these in friendlies or "the real thing".

Customisation is the key here. US Gold's development team have allowed the player to change just about everything in their team from the tactics and formations right through to the strip. This level of customisation is really quite impressive. You can even change your players' positions should the ball enter a certain "quadrant" (although there are nine of them in this game, so they can't really be quadrants) of the pitch. This makes adapting your game super-easy and highly effective.

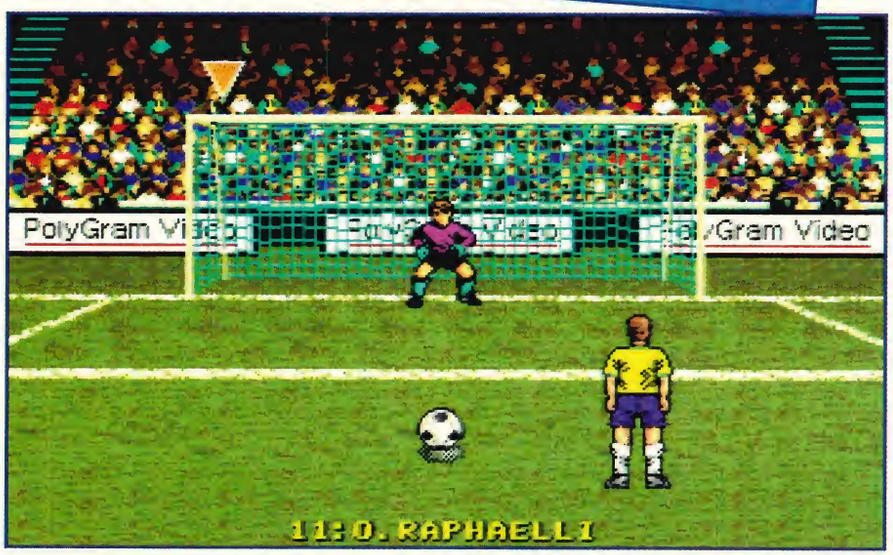
Other welcome options include the ability to have the ball "stick" to your foot, as in Sensible Soccer or to roam freely as in Super Kick-Off. There are even two control modes – one that uses all three buttons in addition to a single button control mode for players who want to pick up and play immediately. Loads of different speed-settings and match time configurations have also been included.

All of this is extremely impressive - but the make-or-break of the game is in the actual simulation. Clearly, programmers Tiertex have adapted code from their previous footie sim, Super Kick-Off. The same vertically scrolling pitch is employed, but a lot more realism has been added to the players. Back kicks and multiple tactics allow you to out-fox your opponent and over 3,000 frames of animation on the players have been included, which can't be bad.

As I write, only two weeks' worth of coding are left, with the programmers attempting to iron some rudimentary player logic worries (which we were surprised to see uncorrected so late in the project's schedule, to be honest).

But credit where it's due; if US Gold can sort out the player logic troubles, this game is impressive enough to take on FIFA and perhaps even topple EA's mega-seller. A review will hopefully follow in next month's SEGA MAGAZINE.

SEGA



▲ A Playmobil figure prepares to take a penalty against that bloke from the Stereo MCs.

▲ An over-inflated ball creates havoc.

▲ A couple of players have a nice rest.

▲ Football's the name of the game, here.

▲ Some chaps look confused.

▲ Hey! There aren't many Megadrive footie games around at the moment, are there?

▲ Anyone would think it's World Cup year or something.

PREVIEW

8 MEG
BY: CODEMASTERS
RELEASE: TBA

DROPZO

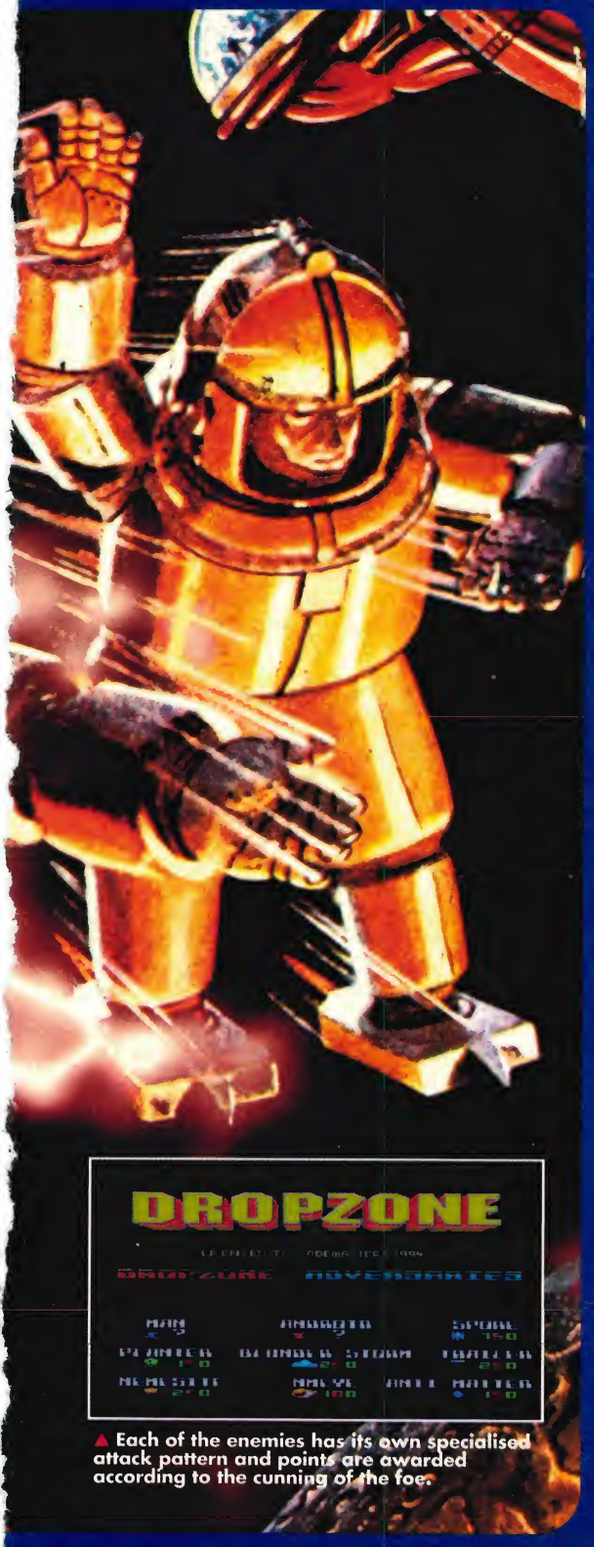
A lot of you probably oren't old enough to remember when Dropzone was first released. In fact, a lot of us SEGA MAGAZINE staff aren't old enough to remember when Dropzone was first released. Luckily, Rich is a bit of a crinkly, so we asked him about it. Turns out Dropzone was a highly inventive and original shoot 'em up on the 8-BIT computers of yesteryear (which, when you look at it, shows you just how old it is). The basic idea is to fly left or right across a looping background shooting lots of little aliens. Once you've killed them all you're transported to the next, more alien-infested stage.

You might be wondering just what this little piece of history has to do with you, as a cutting-edge techno warrior of the 37th Century. Or you might not. Well, we're going to tell you anyway. The rights to Dropzone have recently been purchased by Codemasters, who have wasted no time in converting said game to the Master System. The graphics have been tarted up somewhat, as you'd expect, but all the lovable, huggable, hostage rescuing, alien blasting, radar watching, shield using gameplay of the original has been faithfully reproduced. Is Dropzone still a classic after all these years? Or should it just retire to the Sunny MPEG Home for Venerable Softwares? Hey kids - find out soon!

SEGA

▲ Ever played Stargate in the arcades? Well, it is very old, but it is from that game that original coder Archer Maclean drew a lot of inspiration from (ie it's extremely similar).

ONE



▲ Each of the enemies has its own specialised attack pattern and points are awarded according to the cunning of the foe.

▲ Strong graphics are not this game's forte, it must be said...

▲ Yet another shot from the Master System epic game known simply as Dropzone. Quite a lot of blasting action occurs in the game, which, erm, doesn't appear in this screenshot at all.

▲ The main sprite may have changed a bit (it looks a lot beefier now and has more colour), but otherwise the game's graphics are unchanged from the C64 original's.

LETTERS

Well, this'll be the letters page, then. The spread where you, Johnny Reader, can have your say. In fact, you could probably have someone else's say, too – I don't think we'd notice. If you've got something to say which you think we might find vaguely interesting, about anything from the price of Mega-CD games to alien space travel (although, to be honest, we'd rather they veered more towards the former), then why don't you try sending it to us? Eh? Why not, eh? What's the matter? You chicken or something? Anyway, you can send your letters to us if you like, at this address - IT DOES GO WELL WITH THE CHICKEN LETTERS PAGE, SEGA MAGAZINE, PRIORY COURT HOUSE OF HORRORS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There are prizes for some of the letters we print, every now and then. It depends.

TELETEXT "CRAP" SHOCKER

Dear Sega Mag,
I'm sorry, I really am. I tried really hard, and told myself I'd never waste good paper writing about Digitiser ever again, and definitely not bother you lot with it. It's just that their so-called Sonic 3 "exclusive review" (yeah right!) has got me so mad I just had to relieve myself of the tension by letting you know of their slander and lies of the game - and your magazine. It all started one day before their "review" of the best bleedin' platformer ever, when Digitiser announced that they were doing the world's first exclusive review of Sonic 3. They also said, and I quote, "exclusive, that is, if you don't count the so-called 'review' in the official Sega magazine". I think they were implying that you're biased because you're official! Anyway, the next day they reviewed the game. I've never seen such Nintendo-biased crap in my whole life. Digitiser say that they're fair and unbiased to anyone. Oh really? The first words they said were "OK, you're all expecting us to slag this off just because it's Sonic". And they did. For 14 whole pages they ranted and gibbered about how rubbish Sonic 3 was. "Only 6 levels" they whined. "Mario World has 96!" followed by "What were Sega thinking of?"
Then they slagged off your fine mag and MEAN MACHINES too, saying that your two EMAP magazines "predictably" gave Sonic 3 mid-90s percentages. Perhaps this is because Digitiser have a deal with rival company Future Publishing? They award subscriptions to Future's mags to people who write in saying how good Digitiser is. What sad blackmail.
Finally they said "Sega knew they wouldn't have to invest too much time or money in Sonic 3, as they knew the same old magazines would say it's brilliant no matter what it was like. We wonder if they can sleep at night". Anyway, after this you'd think that Digitiser had done enough, but no! They then started to praise themselves, as they had struck a deal with an unknown shop for Digitiser's few readers to get a minimal amount off Sonic 3! Can you believe it? They say it's rubbish and then tell people they can get the game cheaper!
Paul Johnson, Skegness

SM:We're not going to get dragged into any mudslinging here. We're sure that pretty soon Digitiser will see the error of their malicious ways and calm down a bit about the competition. It really does seem they've got a bit of a bee in their collective bonnet about everything both EMAP and Sonic, and we absolutely refute all allegations and criticisms levelled at both as detailed in your letter. So Sega of Japan are going to get sloppy about the biggest game in their release schedule because of two European mags? I think not.

LETTER "CRAP" SHOCKER

Dear Someone,
We are sports playing fans of the brand new football sim Pele which we got a year ago. Sadly it wasn't out then, but we enjoyed playing it in our minds anyway. It's a great game isn't it, plenty of action. It's brill. It's bloody good. Well the pen's run out now so we'll see you in the bog.
The Ginger Bread Man.

SM:Don't write again, please.

PROUD OWNER OF 6 MEGADRIVES

Dear Sega Mag,
Well done for printing Jack Ferris' letter. It was good and true. I am not a proud owner of a Megadrive and CD, I am a proud owner of 6 Megadrives and 2 Mega CDs. As they have broken and been replaced this many times! I am happy with what I've got, but am considering buying a Saturn. I was unhappy to find that the console will be priced at £550 and the games at £140 each. This is terrible. People are already complaining that games are too highly priced. They're not going to be happy about this! What are Sega thinking of? I know that the machine will be good but not £550 worth of good. People won't buy, especially when they can buy CD32s, Jaguars and Project Reality at £200 approx.
I have heard rumours that Virtua Racing will be £100, this is more than the Megadrive. I still like Sega for what they've done with the Megadrive though, but take note. What are your views on this? Your mag is brill!
Neil, Welwyn Garden City, Herts

SM:Neil! Neilo! Neilster! Calm down lad! For starters, the price, and indeed release, for the Saturn, is yet to be finalised, and it's incredibly unlikely that the games are going to weigh in at over a ton each. And as for the other consoles, the Saturn absolutely beats the twaddle out of the

CD32, and it's also far more sophisticated than the Jaguar. Plus, Project Reality is only mooted for a Winter 95/Spring 96 release at the earliest. All Nintendo's demos so far have been knocked up on a $100000 Onyx workstation - so it doesn't exactly seem like the finished console will be capable of the sort of effects seen so far, and it's the remotest possibility ever in the history of the world that it's going to cost £200, even in two years time. Plus, as you'll know by now, Sega are releasing an improved mass-market machine for those not serious enough about their gaming to commit themselves to the Saturn. And let's dispel all these £80 to £100 Virtua Racing thoughts immediately. Looks, it's retail price is £69.99 and that's OFFICIAL.

I'VE NEVER FELT THE URGE

Dear Sega Mag,
I thought you might be interested in an original letter rater than "congratulations on a great mag" or "count me as a regular reader" etc... so here it goes.
A couple of weeks ago I read the article in the Guardian concerning ratings on video games. Unfortunately their facts were totally wrong. When talking about Mortal Kombat being an 18 they named the boss character as Gora and said "the most disgusting death move is turning an opponent to ice and smashing them into a million pieces!" Then talking about Street Fighter 2 being a 14 cert they said "kickboxing is now frequently used in the playground".
If they wanted to have a go at video games they could have at least got their facts right! Generations above myself can now blame video games for violent activities but they themselves played similar violent games in their youth without the use of the electronic apparatus that I have access to today.
It is my opinion that it is not the fault of the game itself but the gamesplayer if they cannot tell the difference between 3 inch high sprites and six feet high human beings!
I have both these games and have never felt the urge to go out into a street and strike another person!
Michael Barnes, Chelmsford, Essex

SM:Well, in defence of the Guardian, live Street Fighter does seem to be a popular pastime with youngsters. But it's really no different from the games of Army or Star Wars and such it's replaced. And It's not like anyone's taking big sharp swords to school with them or anything. Basically video games have pretty made a huge foray in the consciousness of this generation and, as you'd expect, those who don't know anything about the scene are immediately suspicious, especially with the bad press games have received in the tabloids. Ratings seem like one good way to convince people that this is a responsible industry and everything, but they have attracted further attention along the "Stop These Evil Porno Nazi Mutant Horror Corrupting Influence Games" lines.

I'M LOOKING FOR A GIRLFRIEND

Hi,
My name is Chez(ter) but don't call me Chester, it really annoys me. Anyway, I'm looking for a girlfriend but all the girls in our school are gross. So could you please put this in the magazine.

Hi any sexy 10-12 year old girls,
My name is Chez(ter). Yea, my name's Chester but I call myself Chez. Anyway, I'm quite sexy, light brown hair and light blue eyes. If you want to take the opportunity to write and photo if possible to -
C Lawrence,1 LAUDERDALE DRIVE, LAUDERDALE HOUSE, VICTORIA ROAD, BARNSTAPLE, N DEVON.

SM:Actually, we nicked this from the mag Rad used to work on because it was so funny. Well, it might be quite interesting if you're a "sexy 10-12 year old" into light brown hair, blues eyes, no friends and a complete lack of social skills. We just thought it was a bit sad, really.

WHOOAAH WAS I WRONG

Sega Mag,
I'd like to congratulate you on your mag. I've always been a regular MEAN MACHINES reader, but I have to admit that I was just a tiny little bit sceptical when I first heard that Sega Magazine was an official mag - "Ha!" I thought "They'll never give anything less than 90%".... Whoooah, was I wrong! In fact, (much to my regret) I didn't purchase your first issue, my brother did, so I thought that I'd have a quick flick through its pages...to my surprise, I really enjoyed reading it. In fact, after having a really good look in it, I can now safely state that it is the best console mag I've ever had the fortune to read. I now understand that the reason why a lot of your reviews are quite highly rated is because of the fact that you don't bother reviewing the "lesser" games released, and because you're an official mag you have a lot of contact with Sega, thus allowing you to get the latest news and facts from them - what a great idea! Sorry to tell you things you already know, but I just had to compliment you on brilliant work, you can now consider me a regular reader of Sega Magazine - the best!
Paul Knight, Penzance, Cornwall.

SM:What can we say? We're glad we dispelled your prejudices about our publication. it just goes to show how utterly spectacular we really are. You never know, maybe one day Digitiser'll actually read the thing and say the same.

I COULD TELL FROM THE POSTERS

Dear Sega Magazine,
I would like to say how good your magazine is getting on. It is good to see Rad in a magazine. You are also a better magazine than MEAN MACHINES. I could tell from the posters that this is the best magazine yet.
Jodie Warner, Knockin, Shropshire.

SM:Hey, please! Enough already! What are we? Gods among men? Well, actually, now you come to mention it...

I AM SERIOUSLY THINKING

Dear Sega Magazine,
I am 14 years old, and I am seriously thinking about a Sega-related job when I'm older. I would either like to be a journalist working for a computer magazine like yours, or a game designer for Sega. Please could you give me a bit of advice on how I would go about getting a job like this.
Andrew Wilson, Nettleham, Lincoln.

SM:Well, journalism and programming are completely different careers, so you'd better decide where you want to specialise fairly early on. If you want to design games then you'll want to concentrate on arty designy subjects where you'll learn how to do technical drawing. If you fancy actually doing the coding and that sort of gubbins then maths-type subjects are best, and computing qualifications are absolutely essential. Learning a couple of computer languages is a good idea. As for writing, well, any old fool can do that - even Tommy G. Rudimentary house training is a bonus, but not requisite.

SONIC IS A FUN GAME HORROR

Dear Sega Magazine,
I know you may not answer questions like this but could you, just this once? I am stuck on Sonic 3 in Carnival Night Zone Act 2. After Knuckles, quite a while after, you get to what appears to be a dead end, well it wouldn't be if you could get rid of the barrel but I have tried jumping on it for about 50x10 minutes in all now and there is no way I can get under it. I have searched for ways through the walls but there are none. You can't go back as it's blocked off. After a while it tends to spoil your enjoyment of the game, after all Sonic is a fun game, not a baffling game. I would be grateful for a helping hand. Maybe I'm not jumping right – I'm doing something wrong. Here is a very rough diagram of where I am [ace diagram follows, including the classic line "Me fed up after trying and trying"].
Please please please help, I wouldn't write to you if I didn't think your magazine was excellent.
Yours sincerely,
One Sad Dude.

SM:We don't normally have the time to reply to this sort of question, but because we've had so many enquiries about this one we'll make an exception. It's dead simple really - instead of jumping up and down like a mad thing, just stand on the top of the drum and push the D-pad in the direction which corresponds with the up/down movement of the drum. Then, when the drum reaches its lowest point simply jump off to the right. Not too hard, eh?

GIRLS ARE GOOD GAMES PLAYERS

Dear Sega Mag,
Please tell Gary (big headed) Luckett that girls are good gamesplayers. He's in a massive sulk because some of his friends and some girls had a tournament on Sonic 2, Dragon's Fury and Turtles and we thrashed them. Do you think girls are better than boys?
PS I think your magazine is the best I've read. More tips would be nice though!

Sarah, Lucy, Lucy, Louise and Polly,
Withoutaddressshire.

SM:Do we think girls are better than boys? Well, that depends. If you're talking about grotesque forms of playground torture or not fainting at the first sign of blood, then yes - we'd have to agree. But when it comes to manly things like destroying nations, alligator wrestling and belching, then absolutely not.

A COCKY KID WRITES

Dear Sega Mag,
Thank you for answering my last letter, but you didn't answer my question properly! I didn't ask you about Cinepak! I asked whether or not there would be a full-motion video (MPEG 1) adaptor. Why don't Sega bring one out? Spending $3 million on Ground Zero Texas on the Mega-CD was a good move, but if it was VHS quality footage throughout the game, then it would've sold much more! Also, if Double Switch, which is my fave game on Mega-CD, had used MPEG video it would've been unbeatable. Please save the Mega-CD from a dying death! Come on Sega, you know it makes sense!
Craig Jones, E Peckham, Kent

SM:The trouble with MPEG video is the hardware it requires to run – the Mega-CD hasn't got any of it. Yes, it would be possible to produce an MPEG adaptor cartridge for the console, then everyone would have to fork out to buy the thing, or miss out on the ultra-expensively-produced MPEG games. Programmers are finally getting the hang of using the Mega-CD and have come up with some pretty impressive routines recently, and that's probably your lot, I'm afraid.

SIT DOWN AND I'LL TELL YOU

Dear Sega Dudes,
First I would like to congratulate you on making a brilliant magazine I am going to be a regular writer, and I hope you enjoy my letters. My name is Dean and I've heard gossip about Sega and Nintendo. Sit down and I'll tell you. Sat down yet? Good. I heard that Sega and Nintendo have joined together and are developing a machine to beat every console ever made. is this true? I hope not. I am one of those Megadrive owners who likes to complain (well, not all the time). My complaint is about the cases of the Megadrive games – STOP CHANGING THEM! Before I finish this letter I need to know one more thing: is there going to be an Ecco the Dolphin 2?
Dean Wilkinson, Herts

SM:Oh yes, that's completely true. Despite Sega and Nintendo both shouting loudly about their much-touted Next Generation consoles and being embroiled in a huge sales war, they've buried the hatchet and are working together on a new wonder console. Yes, that's highly likely, I must say. Very believable, oh yes.

Well, that's all for we've got time for, homies. If you've got something to say, or you want to embarrass yourself looking for a girlfriend in these very pages, then don't forget to write. Until next month, woof woof to Arnold!

A Mars GETS YOU THERE
AS DOES A LIFT
FROM YOUR DAD
WHICH CAN BE EMBARRASSING
AS ARE
SOME HABITS
WHICH YOU CAN
EASILY PICK UP
AS ARE GIRLFRIENDS
WHO STOP YOU
SEEING YOUR MATES
AS DOES HOMEWORK
WHICH CAN GET
UP YOUR NOSE
AS DOES THE FLU
WHICH
SPREADS LIKE ANYTHING
AS DO RUMOURS
WHICH ARE
VERY REVEALING
AS ARE
LYCRA SHORTS WHICH ARE
DEAD SEXY
AS IS
SNOGGING
WHICH MAKES
YOUR JAW ACHE
AS DOES A PUNCH IN THE MOUTH
WHICH CAN COME
OUT OF
THE BLUE
AS DOES OXYGEN
WHICH HELPS YOU
WORK, REST AND PLAY AS DO Mars BARS.
®REGISTERED TRADEMARK. ©MARS 1994

Q&A

Well whaddya know – as soon as one month has finished, there's a whole stack of problems piling up for the next issue's Q&A. We're doing our best to plough through them all, but don't be disappointed if your questions aren't answered straight away – depending on the mail backlog it could take up to three months before we're able to print your letter.

If you've got a problem you want to share with the SEGA MAGAZINE team, or indeed, Sega themselves, write to: Q&A, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember, we can't reply personally to letters so you don't need to enclose an SAE.

ROAD CRASH

Please please print my letter and answer my questions as I desperately need to know the answers.
1 A few months ago I bought Road Rash 2 and although it's quite good, the game always crashes on the last level (the one where you race the police). Am I doing anything wrong or is my cartridge broken – if it is, how can I get it fixed or replaced?
2 Will any of the following games appear on the Saturn: Street Fighter II, Eternal Champions, FIFA Soccer, Road Rash?
3 Should I buy Sonic 3 or Landstalker? I already have Sonic 2, but I like Zelda-type games.
4 Is Skitchin' better than Road Rash?
5 Will you be giving away any video tapes on the front of your mag as other magazines have done?
6 Will the arcade game Powerdrift ever be released on the Megadrive or Mega-CD?
CRAIG PATON, GLASGOW

Yes, we have heard about this Road Rash 2 problem before and it may be a bug in the first production run of cartridges. By the sounds of it, you've got one of these bugged carts. The best thing you could try to do is call EA - and their phone number is (0753) 549442.
2 Since the Saturn is unlikely to debut in this country until well into 1995, there has been little confirmation from software companies regarding titles they intend to develop for the machine. While it's obvious that some companies already have development underway, they're not releasing any details as yet. However, Sega themselves are developing Virtua Soccer, Virtua Fighters and a couple of other titles too. Check out the 32-bit feature this issue.
3 Landstalker will give you more long-term enjoyment than Sonic 3, but they're both top titles.
4 No. 5 Maybe. 6 Possibly.

FMV IS DISAPPOINTING

First of all I would like to say that your mag is brill. Now, please, please answer my questions.
Please tell me if FMV is any good. The only decent title I've seen is Ground Zero Texas and even that is far too repetitive.
How much will the Saturn be and how much will the games cost?
RONAN McCOY, EIRE

Although the first batch of FMV titles were very poor in terms of graphics and gameplay, the new generation of titles seem far more promising. Ground Zero Texas is one of those titles, and although it's fairly entertaining, you're right in that it's highly repetitive. For some more riveting titles, check out Jurassic Park and Double Switch.
2 There's no fixed price for the Saturn or its games yet.

WHEN I GROW UP...

Dear SEGA MAGAZINE,
1 Why are a lot of games around £60?
2 I can't get past level 20 on Zombies, do you have any level codes?
3 Do you like Manga stuff?
4 What do you think to NBA Jam, Mean Bean machine, Robocop v Terminator and Sonic 3?
5 When will Mortal Kombat II be out on the Megadrive?
6 When I'm older I want to work in the games magazine industry as a reviewer or an artist. What qualifications will I need?
DANNY SANGE, LEEDS

Some games cost £60 because they have much more memory contained within the cartridge than cheaper games (making them much more expensive to produce). This basically means that the game will either be much bigger than the standard cart, or the extra memory has been used on producing some brilliant graphics. Well that's the theory anyway. In reality, few games can justify this price tag, so choose carefully.
2 Nope
3 Well, we've had a bit of a discussion about it and we reckon that while Akira was brilliant, most of the other titles are pretty unentertaining.
4 Great, great, okay, great, respectively.
5 There's no release date at the moment, but look out for it in the latter months of this year. Although there are many rumours being circulated that it's almost finished, this is in fact not true.
6 It's hard to say really. Obviously qualifications such as English are useful for writing, while art is good for designing.

HELP ME SELL MY GAMES

DEAR SIR,
I am currently developing some games and I would like to know what software and hardware I'll need to produce Megadrive games. Also, how

can I sell my games to Sega or make computer games compatible with Sega systems?
NANDA MURUGASU, SURREY

Unfortunately, you'll need to be something of a tycoon before you can begin to develop games for Sega. The equipment you'll need is very very expensive, especially when you consider that some of the top games are being developed on Silicon Graphics workstations which cost upwards of £80,000.
To sell your games to Sega would be just as difficult really. They do buy games from outside developers, but these are usually top notch titles developed by very experienced programmers. Otherwise, they develop their own titles. To sell a game to Sega you would at least need to have developed a couple of commercial games before, preferably on a Sega machine. Still if you fancy giving it a try anyway, you can send your ideas to Consumer services, Sega UK, 247 Cromwell Road London, SW5.

SATURN TOO EXPENSIVE FOR MOST

TO THE SEGA MAGAZINE TEAM,
I am a proud and regular purchaser of your excellent magazine, so please answer my questions, 'cause it'll make my day.
1 Is it true that the Saturn is going to be around £450 and the games for it will be £150? If so, I think Sega had better change their plans or many people will have no choice but to become non-Saturn owners.
2 There's a rumour going around that there will be a new Megadrive with turbo charged chips and new specifications to be released this year. Is it true?
Ryan Scanlon, London

There's no fixed price for the Saturn yet, but it's unlikely that the games will cost £150 each. As for the rumour you've heard, well it's totally true! Well, sort of. There will be a 32-bit upgrade for the Megadrive known as Mega-32 that enables Megadrive owners to get their hands on some incredible 32-bit games. We could go on about it for ages here, but instead check out the feature on page 44,where we interview the man who knows all, Sega's European Product Director.

I DON'T UNDERSTAND

YO SEGA MASSIVE,
Your magazine is getting better and better every issue, so I thought I'd write in with a couple of questions for you.
1 Is Sonic 3 or Streets of Rage 3 better?
2 How about a two page showcase feature showing all its specs, capabilities and features.
3 Any chance of an A-Z booklet including everything to do with Sega consoles – not everyone knows what a DSP chip is, or what it does.
4 Does the Saturn have a six button joypad?
5 Do you think that Sonic the arcade game will appear on the Saturn?
MAY GA DRIVE, TOKYO, JAPAN

1 Well if you're an avid platform freak, you'll enjoy Sonic 3 more, but if you're a side-scrolling beat 'em up kind of guy, then Streets of Rage is for you. We've already showcased both Sonic 3 and Streets of Rage 3 in issue three, so if you're desperate for info, get hold of a copy.
3 Possibly
4 No information concerning peripherals has been released yet, but it is likely that there will be an official six button joypad.
5 Again, possibly.

SHOW US MORTAL KOMBAT 2

DEAR Q&A,
I would like to congratulate you on your mag, it's the best of its kind.
I read in Issue two that you were going to have a full in-depth review and showcase of Virtua Racing, but when I bought issue three, I was horrified to see it wasn't there. WHY NOT?
2 Is the intro to Sonic 3 any good? I saw the screenshot and it looked great, but does it look any good when you're actually playing it?
3 I've recently read about Mortal Kombat II, although no magazines have printed any screenshots for the Megadrive version yet. Please print some in your next issue.
A TOTALLY PEEVED VIRTUA RACING LOVER

Sorry about the omission of the Virtua review in issue three, but since the game's release date slipped back until May, it really was to early to review it.
2 Yeah, it's pretty good.
3 The game has hardly been started yet so consequently, there are no screen shots available at the moment.

WE WANT CHESS

DEAR SEGA MAG,
Please answer my question. I recently saw a game on the Master System called Master Chess. Is this game out on the Megadrive? If not are there any plans to make a Megadrive version of chess?
JOHN LANE, IRELAND

Master Chess isn't available on the Megadrive and no software houses are planning to develop a game of this nature. There is a similar title called Ragnarok, which may be available on import, but if you're desperate for a Chess sim, you'd probably be better off buying a computerised chess game, which could be both cheaper and better.

TECHIE BORE SPEAKS UP

DEAR SEGA MAGAZINE,
I have a few questions for you:
The graphics on Virtua Racing are fantastic for a 16-bit machine, the SVP chip must be very powerful. Is the Mega-CD capable of producing similar graphics while allowing the same amount of movement on screen? If so, will Sega release this game on the Mega-CD?
2 What on earth are multi model reflection and colour filters as featured in the Castlevania showcase in issue 2?
3 What monitors can be used with the Megadrive?
Please answer these questions, as no one else seems to know the answers.
ANON

Unfortunately, you'll never see the likes of Virtua Racing on the Mega-CD as the machine simply can't handle the amount of polygons that the SVP chip has been designed to cope with.
2 Er, well, that was just Richard showing off a bit really. Multi model reflections are simply the reflections from either scenery or characters which can be seen when the character or object walks past something such as water. And as for colour filters, well that's just the bit in the game where the sun shines through the clouds and turns the scenery all different colours.
3 Most standard monitors will work with the Megadrive, and we recommend the Phillips CMA 833, which are the monitors that we use in the office.

MEGA-CD MANIAC

DEAR SEGA MAGAZINE,
Well done! You have created the best mag in the world. I especially like all your previews and of course, your brilliant showcases. Anyway, enough of the compliments, down to serious business.
1 Do Japanese Mega-CD games work on English Mega-CDs?
2 Will there be any more Sonic games on the Mega-CD?
3 Which game do you think is best: Double Switch, Night Trap, Sherlock Holmes or Sewer Shark?
4 Are Lethal Enforcers and Bubba 'n' Stix any good on the Mega-CD?
DAVID WADDINGTON, NORTH WALES.
1 No
2 Not yet.
3 Double Switch.
4 They're both pretty average.

Well, that's all there's space for this month fact fans, but keep those problems coming in and we'll be back in about four weeks with more solutions straight from Sega's HQ.

MARS AND SATURN: THE NEXT GENERATION

The new buzzword at Sega Europe HQ is "Mars". Available in the UK before Saturn, Project Mars promises to revolutionise gaming by adding advanced 32-bit technology to the Megadrive and Mega-CD. Sega have already issued an impressive press release on the subject – but we needed more, much more! In search of hard info direct from Sega, Richard Leadbetter talked to European Product Director, Barry Jafrato.

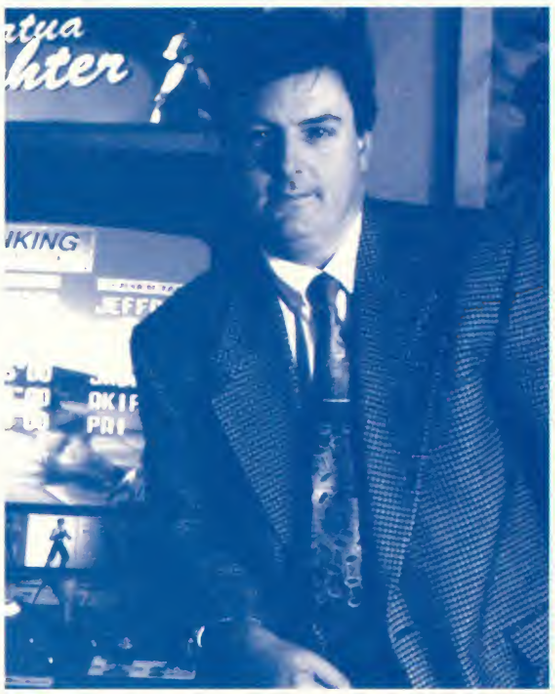
By the end of this year you could be playing an arcade-perfect version of Virtua Fighter on your Megadrive - and it's all thanks to an amazing new product being released by Sega. Codenamed Mars, but now officially named Mega-32, this Megadrive add-on will bring stunning 32-bit technology to the Megadrive with all the high definition video, CD-quality audio, polygons and texture mapping you could ever desire. And being an add-on for the 16-bit system rather than a whole new console, Sega hope to release it for around £150.

GENESIS OF MARS

Barry Jafrato explains the idea behind Mega-32: "Basically we wanted to lower the cost of 32-bit entry. We watched competitors like 3DO come in to the market at $600, we watched the announcement of Sony PS-X at £300 and we watched CDi come in at £499, reducing to £399 - and all of these are achieving low volume. Obviously it's the price of 32-bit entry that makes these volumes low. Consumers and gamers really want 32-bit technology, but it's clear that it's not something that they can afford to invest too much money into, particularly when there's uncertainty as to which system they should invest in. Should they invest in 3DO? Will that be the right one? If they invest in PS-X, will that be the right one? Will there be the right software on these systems?

"Late last year we started to talk about the SVP add-on for the Megadrive, meaning that things like Virtua Racing (which has the chip built in which is why it is relatively expensive) could be split into two and we'd have an adaptor with the Sega Virtual chip in it and then you could insert SVP games into that. Mega-32 grew out of that idea.

"So then we thought if we're going to do that, why don't we use the Hitachi SH2 processors and include those in an add-on for the Megadrive and have a lower cost 32-bit entry point for consumers? Basically, that enables us to aim for £150 rather than £300 to £400 for the other systems."



"We're trying to use our coin-op heritage and take the arcade experience home..."

32-BIT MEGA POWER

If you haven't been devouring the recently published Saturn specs you won't know that Hitachi's 32-bit processors are highly powerful next generation RISC chips capable of stunning texture mapping and unfeasible amounts of polygons. At the moment, Saturn has two SH2s - so does Mega-32, which is testament to the sheer power the add-on will have.

So what games can we expect to play on the Mega-32? There are 30 games in development, but there are no specific titles announced as of yet. We asked Barry if he could reveal any of the titles to us. "There's been speculation about which titles we're going to release. We're trying to use our coin-op heritage and take the arcade experience home... so if you're aware of our current crop of arcade releases, you're probably quite aware of what Mega-32 releases there might be. There isn't a list available yet, but it doesn't take a genius to work out what we're up to."

So, Virtua Fighter is a "prime candidate" for conversion onto the Mega-32 system. We've seen footage of the Saturn conversion of Virtua Fighter in action. Is it going to be that much different on the Mega-32?

"No, actually better!" is Barry's surprising response, "Mega-32 has been built to handle more polygons than Saturn in its current specification. Again, that might change. The specification of Mega-32 is really super-speed, in terms of polygon handling capabilities and the video processor. So what you will get from Mega-32 is the ultimate gaming experience which is as fast as humanly possible using cartridges. Saturn is not built to do that yet - they're different configurations. Mega-32 will be close to what you see on coin-op screens."

➤➤

▲ Daytona on 32-bit should be close to the coin-op.

"Mega-32 has been built to handle more polygons than Saturn with its current specification... Mega-32 is really super-speed..."

▲ The Mega-32 has polygon handling and texture mapping facilities that should be able to handle images like this pic from Daytona GP with ease. We've seen the Saturn version in action and that's close enough - and at the moment, Mega-32 is faster than Saturn!

▲ Virtua Fighter is virtually a certainty for conversion onto Mega-32. Arcade perfection is promised.

▲ Virtua Fighter is arcade perfect on Saturn - so hopes are high for a spot-on Mega-32 conversion.

"In fact, any full-motion video we use through Mega-CD with the upgrade will have VHS quality."

MARS: BASIC SPECS

No specific technical specifications have been made available for Mega-32 as of yet. However, the basic architecture of the system has been finalised. At the heart of the upgrade are the dual Hitachi SH2 RISC processors. These handle the high-speed maths required to bring large amounts of polygons and texture mapping to the Megadrive. What's more, according to Barry, these processors can handle more polygons and textures than the Saturn's current spec! A new sound chip beefs up the Megadrive's audio capabilities significantly. At the moment, the 16-bit system only has the single channel for digital effects. Adding to the power of Mega-32 is a new VDP (video digital processor) microprocessor allowing the Megadrive to display coin-op quality visuals. The colour palette has been boosted significantly and the actual number of pixels on-screen has also been pushed up in order to produce VHS quality images in Mega-32-compatible Mega-CD TruVideo products. Also included in the Mega-32 box are a fair few workhorse RAM and communications chips needed to connect the Megadrive through to the upgrade. This may make you wonder if this makes the Megadrive's basic circuitry redundant. Not a bit of it. The Megadrive's always been fast and its sheer processing power is required to run the show.

▲ Virtua Racing on Megadrive. Very impressive, but it's a whole new ball-game on 32-bit...

▲ ... And with 32-bit, you can expect a great deal more - something like this arcade shot.

▲ More arcade VR - visuals as impressive as this should be no problem at all for Mega-32.

"Our ambition is to bring games in at the same cost as Megadrive software."

Sega are the masters of 32-bit coin-op technology, with Daytona GP being their greatest accomplishment to date. Now Sega are bringing that technology home with Mega-32. Our breath is bated...

Virtua Soccer on Saturn, as revealed at the Winter CES Show.

MEGA-CD GOES 32-BIT

Critics have been quick to pour scorn on Mega-CD, despite some very promising titles of late. Obviously using the Mega-CD in conjunction with the 32-bit upgrade makes a seriously powerful combination - something that Sega aren't likely to ignore.

"Mega-32 will be a huge benefit to Mega-CD. You'll be able to use the storage power of the Mega-CD and display real video images in much greater detail in colour and depth on-screen."

In order to pull that off, we're looking at some serious custom video chip trickery. So obviously, Mega-32 is going to have a bigger colour palette.

"Much, much bigger," confirms Barry. "In fact, Mega-CD full-motion video titles written for the upgrade will have VHS quality."

So the definition of the screen, the number of pixels has been increased as well?

"Absolutely, the whole idea was to give a lot more on-screen... Something like Tomcat Alley - if it were to use the Mega-32 - will look just like VHS video."

WHEN'S IT OUT? HOW MUCH ARE GAMES?

Mega-32 sounds utterly amazing and continues Sega's fine tradition of bringing cutting edge technology to the consumer at a very affordable price. Is there a catch anywhere? What about the price of software?

"Our ambition is to bring it in at the same cost as Megadrive software, with 16 or 24-meg carts."

Release dates for 32-bit technology seem to change with the tides - is there a firm release date for the Mega-32?

"Everyone in Japan is doing their utmost to get the product ready for this year, but there's a lot of work to do so I couldn't promise anything. What we won't do is an "Atari" which is to bring in 349 Jaguars and have them in HMV in Oxford Street for 10 minutes. Unless we've got a good range of software and enough hardware for decent distribution so everyone who wants it can get it, we'll hold it off. Currently, it's our ambition to release it this Autumn."

And what with it being an upgrade, Mega-32 is bound to result in yet another increase in support for the Megadrive.

"The message is, if people were holding back from buying a Megadrive as their entry system, they don't have to worry any more... There are people who *haven't* got videogames - yes, there are still one or two of them out there - who were unsure as to which system to get. Now they can be comfortable about buying a Megadrive. Then, whenever they feel like it, whenever they can afford it, whenever they want to, they can upgrade it to 32-bit and they won't be left behind."

And of course, one logical progression of the Mars project would be a new machine

"I imagine that Saturn will play movies, that it will play photo CDs, that it will do everything that you would expect from what is commonly known as a multimedia machine and more."

containing both the Megadrive and Mega-32 components. Indeed, trade newspaper CTW revealed that there would be a Megadrive 3 out soon after the Mega-32.

"They sort of made that up," says Barry, "It's a good idea, but we haven't really gone along that path yet. There's so much engineering work going on in Tokyo at the moment on the two big products [Mega-32 and Saturn] that no one can really put their minds to manufacturing a single Megadrive/Mega-32 package, but it does make sense and it's something we'll look at. We've got many millions of Megadrive users worldwide to tick off first, and then we can worry about people wanting to buy into a Megadrive 3 system."

"What we're saying is that now you can be comfortable about buying a Megadrive, because whenever you feel like it... you can upgrade it to 32-bit and you won't be left behind."

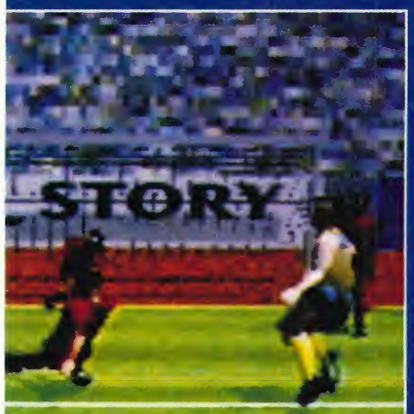
So the Mega-32 looks like being the ultimate upgrade for the Megadrive, bringing next generation gaming technology to the mass market - something that current 32-bit systems seem unable to manage.

"Everything that you've seen in terms of scaling, rotation, texture mapping, polygon handling, extra sound - all of that comes with the upgrade."

"Mega-32 also honours the Sega tradition of transportability of systems," Barry continues, "meaning Master System to Megadrive – and Megadrive to Mega-32. Mars is the end of that line of transportability. We do want to keep those people with us, but Saturn will be a completely different product. It is our first multimedia machine and the full specifications for that haven't been announced."

WHAT ABOUT SATURN?

Games magazines have been hailing the Saturn as the next generation in gaming technology. From what Barry is saying it's



▲ A brace of Saturn titles have been announced by Sega of Japan, including this "action game" - which has no name yet.

"Everything that you've seen in terms of scaling, rotation, texture mapping, polygon handling, extra sound with the new sound chip - all comes with the upgrade."

▲ Polygons and texture mapping, Saturn style. Barry Jafrato says that Mega-32 is even faster than the Saturn!

"SATURN WILL BE A COMPLETELY DIFFERENT PRODUCT. IT IS OUR FIRST MULTIMEDIA MACHINE AND THE SPECIFICATIONS FOR THAT ARE STILL NOT CLEAR YET."

clear that Mega-32 is now going to be the main 32-bit games system - its low cost introducing the mass market to 32-bit technology. If that is what Mega-32 is going to be, where does it leave Saturn?

"Mega-32 is a low cost, high quality gaming system - it doesn't pretend to be anything

else. Questions that we at Sega have continually asked are, what is multimedia? What is the information super highway? What is interactivity all about? Saturn will go some way to answering those questions. We have our core gamers, the people that love to play games, and they'll continue to want to play those things at home which is where the Mega-32 will fit in. Saturn will be a completely different machine. As I said, it's difficult to talk about specifications yet - they aren't fixed. But it will be for a completely different user group. It will have a high entry cost, but it will do a lot of things. I imagine that it will play movies [MPEG digital video CD films], that it will play photo CDs, that it will do everything that you would expect from what is commonly known as a multimedia machine and more. What we've got to do is come up with great ideas that use all of this new technology - and that's still being worked on in Sega R&D groups around the world."

You may have heard that Microsoft (they designed the user-friendly windows interface for PCs) are working closely with Sega on the Saturn project. Just what are they up to? We've heard it's everything from a windows environment right through to non-violent games!

"Despite what you may have read in the papers, no deal's been done. There needs to be a very friendly interface between the user and this multimedia machine. Microsoft are experts on that and they'd be the natural choice to talk to."

Is Saturn of most interest to the older age groups? Won't they be interested in the new Megadrive upgrade?

"Gamesplayers will also want to be into the Mega-32 product. They may have Megadrives which have been put in cupboards. They may have said, 'There's not enough for us any more. Aladdin and Daffy Duck and all that stuff is fine for the younger age group but there's nothing coming along for me any more'. And that's where Mega-32 fits in. It says to the older group of users that we know exists, 'Okay guys, we've caught up with you again and here's some hot games for you to play.'"

So there you go - the official story on the two big hardware projects Sega have lined up for consumers in the next year. Funnily enough, we saw the Saturn case that some people called the "real thing" in Barry's office. It turned out to be a painted, wooden mock-up. The finished version is going to be significantly different.

As soon we get the first Mega-32 and Saturn cosmetics, along with the first screenshots of these 32-bit wonder games, we'll print them immediately in the pages of SEGA MAGAZINE.

SEGA

3... 2... 1... GO!

Daytona Racing is the follow-up to the astounding Virtua Racing, bringing incredible texture mapping techniques to VR's incredibly realistic polygon-based gameplay. It's in the arcades soon, and it's utterly amazing. Richard Leadbetter takes a test drive.

If you're an avid arcadester, by now you would have seen Namco's Ridge Racer coin-op. And yes, it looks rather good. The problem is, it plays like a donkey and it only has one track. Also, there's no multi-player option. Into the fray steps Sega's stunning looking Daytona which has the potential to be the greatest coin-op racing game ever devised.

Sega's AM2 research and development wing has resisted the temptation to go for all-out realism. Instead, they've concentrated on Virtua Racing style dynamic action, with all the amazing camera angles and multi-player action of VR - along with some even more delectable treats... the details of which are about to be revealed!

MORE THAN ONE TRACK!

In Daytona Racing there are three tracks to get to grips with. The beginner track allows you to get used to driving the Daytona race car. It's based on the real racing course, and although it's not very large, you must complete a massive eight laps to finish the course. Competition is fierce - there are 39 other cars taking part in this high-speed race! Advanced level participants should take a look at the rather stunning Grand Canyon Course. Considerably more difficult than the beginner course, it's a visual masterpiece. Only four laps are required to beat this track and there are 30 cars in the race.

Finally, only real driving psychos need apply for the expert seaside course. There are just 20 cars in this race and only two laps of the course need to be completed... but boy, is it tough.

▲ Texture mapped polygons even make up your car's bonnet in Daytona GP. This Grand Canyon track has some excellent texture mapping, as can be seen by the rather smart dinosaur fossil on the left.

▲ Plenty of car-crunching and wing-smashing takes place in Daytona GP, all with possibly the greatest graphics in a road racer ever, which can't be bad.

▲ Putting your foot down and crossing checkpoints in time is still the name of the game.

PSYCHO DRIVER MODES

There are two more incredible features in the Daytona game, designed to appeal to real driving masters. First of all, there's the Time Trial mode. This places you on the expert course and it's your job to pull off some extremely swift lap times. Not easy in the slightest.

The second mode is utterly fantastic. You take part in a normal Daytona race, except that you're driving in the opposite direction to the rest of the competitors which, it must be said, is pretty flippin' dangerous. Daytona's advanced graphics engine brings those inevitable car "accidents" to life with shocking realism.

CG MODEL TWO SPECS

Daytona Racing uses the next generation CG Model Two board to bring what some are saying is the best race game ever to life. Its advanced engine can produce 300,000 texture mapped polygons a second. All coin-ops run at 60 frames a second, so Daytona produces environments based around a maximum of 5,000 texture mapped polygons - which is, let's face it, mind bogglingly good.

This is also a considerable improvement over Virtua Racing and Virtua Fighter's Model One technology board. That was impressive enough with 180,000 non-texture mapped polygons per second (that's up to 3,000 polygons a frame).

The advantages are obvious. Just look at those screenshots!

AN IMPRESSIVE CABINET

Check out that cabinet. Rather smart eh? Daytona's deluxe cabinet has an enormous 50 inch projection screen which really does justice to the stunning graphics. What's more, the machinery has sophisticated kick-back motion to really involve you in the action, along with high-quality speakers for the sound. A high-power sub-woofer has been incorporated under the seat to give a brilliant bass engine noise.

Daytona will be available in twin cabinets (for two-players) along with a cheaper stand-up model, in addition to the deluxe cabinet pictured here. However, what we're really looking forward to is the utterly stunning eight-player Daytona experience. Model Two circuitry includes sophisticated networking capabilities for some incredible "white knuckle" multi-player racing. Up to eight players can participate simultaneously!

DAYTONA FOR MEGA-32?

Sega have revealed a potentially stunning 32-bit upgrade for existing Megadrive owners and the company are intent on bringing the arcade experience into the home. Since the Mega-32 specs include sophisticated polygon and texture mapping facilities, we wouldn't be surprised to see a home version of this stunning arcade race game during 1995. And if you're thinking, "surely not..." bear in mind that the Saturn version of Daytona was revealed at the Winter CES Show in Las Vegas and it looked very similar to the mighty coin-op. And at the moment, Mega-32 outspecs Saturn in terms of polygons and texture maps! To learn more about the new 32-bit upgrade, check out our interview with Sega's European Product Director, Barry Jafrato, on page 44.

SO, WHAT'S NEXT?

Revealed in-depth at the Japanese AOU arcade show was an almost complete version of Sega's next big polygon coin-op - Virtua Star Wars. This is the first time Sega have used their polygon technology on a film license and from what we've seen it is looking utterly brilliant. We'll be running a full feature on the game just as soon as we can.

▲ Daytona GP mixes realism with some very smart, exciting camera viewpoints. Like Virtua Racing, there are four VR buttons that switch between different views.

▲ Model Two technology provides some of the most exciting crash scenes ever.

▲ The true power of Model Two technology can be viewed when playing the Daytona coin-op. Even those trees on the left are texture mapped polygons! What this picture doesn't show is the rear view mirrors that enable you to "cut up" the opposition. Excellent eh?

▲ Being mathematically generated, it's possible to view the action from any angle whatsoever. You have four viewpoints to choose from, although the introduction sequence boasts many more camera positions.

▲ As you can see, Streets Of Rage 3 involves plenty of fighting.

▲ The two-player battle option from Streets Of Rage 2 is still present.

▲ Dear Axel, I hear there's a new Streets Of Rage game.

▲ Ooof! Biff! Crack! Thwack! Crunch! Kooyay! Ow! Stop! Stop! Ack! Thump.

▲ Why am I not in it? – Max.

▲ Max? You can tell him to Rock Off!

▲ "So we told that fat wrestler to clear right off!"

BARE KNUCKLE SHUFFLE!

▲ "Oh Blaze, when I left that message I didn't think you'd turn up."

▲ " I almost didn't. If Max found out about us, he'd rip my arms off."

▲ "Hey there Skatey-boy. I've heard about you and Blaze. Woof, woof...

▲ ...So did you? O h you know, did you? Go on, you can tell me."

▲ "Stuff off Axel. I'm sick of you and your foul mouth. I quit. I'm gonna elope with Blaze and we're gonna have loads of little Ragers."

▲ "Oh come back Skate. I was just kidding. She doesn't fancy you anyway. She sends me naughty letters and items of underwear. She does."

▲ "Yeh, that's right. A little kid in roller boots. No don't call the cops."

▲ "How can I tell Skate's mum I've lost her kid? She's a hulking great yeti of a woman with a demon of a dragon punch on her. That's it, I'm joining a monastery. I'll be safe there."

It's been just over a year since Streets Of Rage 2 hit the Megadrive and became the instant king of scrolling beat 'em ups. Never before had the Megadrive seen a game with such awesome speed and playability. Could it be possible to produce anything better? Well, the answer is yes and what better game to do it, than the stunning follow-up to Streets of Rage 2 – Streets Of Rage 3! Tom Guise straps on his flip flops and takes to the streets!

"Hello. My name is Mrs X and I have an incredible tale to tell. One year ago I was a happily married woman. Or so I thought until I found out that my husband was none other than the boss of the evil Crime Syndicate, the organisation that held Rage City under its iron grip of fear. I was such a fool. You know, I truly believed that my Gordon was a used car salesman. Little did I know that while I was at home cooking his dinner, he was sitting atop his throne of skulls at his penthouse harem, ordering twisted rocket scientists to construct fiendish weapons of terror. Of course, that was before those lovely people from the Rage City Police Department beat the living daylights out of him and left him for dead.

So you can imagine my surprise when two nights ago Gordon returned. That's right, my dead husband came home! He didn't stay long though. Said he just needed a jam jar, large enough to hold a human brain. And with that he threw back his head and laughed, a horribly tinny cackle, before claiming that the Dark Order of Gordon would inherit the city once more. Poor fellow, he didn't look at all well. As he walked out the door his elbows and knees didn't bend and it looked like he had a large clockwork key underneath the back of his shirt. There's something suspicious going on, I tell you. It seems that once more, the sinister shadow of crime has fallen onto those Streets Of Rage! I just hope my new boyfriend Ron doesn't find out. He's an aerobics instructor you know."

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STREETS OF RAGE 3™

▲ THE DRAGON WING
Axel's trademark move, this flaming punch takes the form of a Dragon as Axel spins around.

▲ THE BARE KNUCKLE
A simple, but extremely potent uppercut. This move has been considerably weakened, but it still consumes no energy.

▲ THE DRAGON SMASH
Axel's most powerful attack, this spinning upper punch looks remarkably similar to the infamous Dragon Punch in Street Fighter.

AXEL

HEIGHT: 189cm
WEIGHT: 73kg
POWER: *
TECHNIQUE: **
SPEED: **
JUMP: *
REACH: **

Axel Stone is one of the strongest characters you can choose from, as his lethal attacks cause a devastating amount of damage. His abilities have been evened out since SOR 2 – most noticeable is his watered-down Bare Knuckle attack. However, to compensate for this he now has a dashing manoeuvre which improves his previously poor agility.

BACK ON THE STREETS!

Yep, Mr X and his dreaded Crime Syndicate have returned with yet another cunning plot to take over Rage City. Today the city, tomorrow the world! Bwa-ha-ha! Of course this can only mean one thing – Streets Of Rage 3 is here!

This time Sega have pulled out all the stops to create the ultimate scrolling beat 'em up. Taking up a huge 24 Meg cartridge, Streets Of Rage 3 closely follows the format of its hugely successful predecessor. However, all this extra memory makes for definite improvements over Streets Of Rage 2. Graphically, Streets Of Rage 3 is far superior with more colourful backdrops and bigger, more detailed sprites. The animation on the characters is also greatly improved, as is the speed of play.

On top of this, there's a whole host of innovative features – never before seen in any beat 'em up – combined with a number of older techniques revived from the original Streets Of Rage. However, these features are covered in more detail later in the showcase. First lets take a look at the four main characters you can play and what the actual game holds for these raging heroes.

LEVEL 1

▼ As the game opens, Dr Zan tips off the team about a bomb set to level the city. Having defused it, they set off in hot pursuit of the perpetrators – the Syndicate.

▲ The game opens with a battle in an industrial warehouse. Watch out for the gangsters with the guns!

◀ Next it's onto the docklands as baddies are ferried in by motorboat from the Syndicate clubhouse.

BOSS 1
▲ The first real challenge comes from Shiva. It's almost impossible to move in for a close-range attack without him pouncing on you.

▲ The fight is won, but it was all for nothing. These hoods don't know anything about the bomb. It was all a wild goose chase. Time to hit the streets!

▲ Perhaps the strangest Streets Of Rage villain yet! A boxing kangaroo cruelly pushed into combat by a whip-wielding clown.

▲ Finally the fight takes our heroes to a disco, complete with spectacular light show.

BLAZE

HEIGHT: 167cm
WEIGHT: ?kg
POWER: **
TECHNIQUE: ***
SPEED: **
JUMP: **
REACH: *

Probably the game's best all-round character, Blaze Fielding's abilities remain pretty much the same as they did in Streets Of Rage 2. Fast and agile with a fair amount of strength behind her attacks, Blaze is able to perform some fairly impressive acrobatics. However, her weakest trait is the lack of range her normal attacks have.

▲ **FIERY PALM**
A short range fireball, this attack is useful at taking out large groups of enemies. However, it does drain a considerable amount of energy.

▲ **SOMERSAULT KICK**
Another energy-draining move, this kick has a quite a poor range. Best used for escaping an enemy's grip.

▲ **DROP FIST**
Blaze leaps into the air, bringing her fists down with devastating results.

▲ **POWER SLIDE**
A new addition to Blaze's range of moves is this hugely powerful attack.

LEVEL 2

▲ The familiar city streets from the previous Streets Of Rage games. Watch out for hit-and-run motorcyclists.

◀ As soon as the sisters are beaten, a news report flashes across the TV. The Chief of Police has been kidnapped and the man behind it is – Axel!

BOSS 2
▲ Waiting at the bar are these two evil sisters. Beware of their static charge which takes on the form of a little man and a dog.

LEVEL 3

▲ Following the trail to a derelict building site, our heroes have to face battle whilst avoiding huge holes and falling oil drums.

BOSS
Next up, it's a lift ride to the top of an unfinished skyscraper to face... Axel?

Bash him around a bit and it soon ▶ turns out that it isn't Axel at all, but in fact an intricately designed robot. Gasp!

▼ Halfway through this level, the team are faced by this huge bulldozer. Keep it at bay whilst carving an escape route through the concrete walls.

STREETS OF RAGE 3™

▲ WINDMILL KICK
Skate's most famous attack is this spinning breakdance kick. Quite potent and extremely effective for getting out of a tight scrum.

▲ MONKEY BOXING
Probably the funniest attack in the game. Skate flips onto the shoulders of his foe and proceeds to pummel their ears with his fists.

▲ JUMP ROLL
Leaping into the air before spinning at his enemies, Skate performs this move from a distance.

▲ ROLLING PUNCH
A rather stupid looking attack, this trundling flurry of fists is most effective against long lines of baddies.

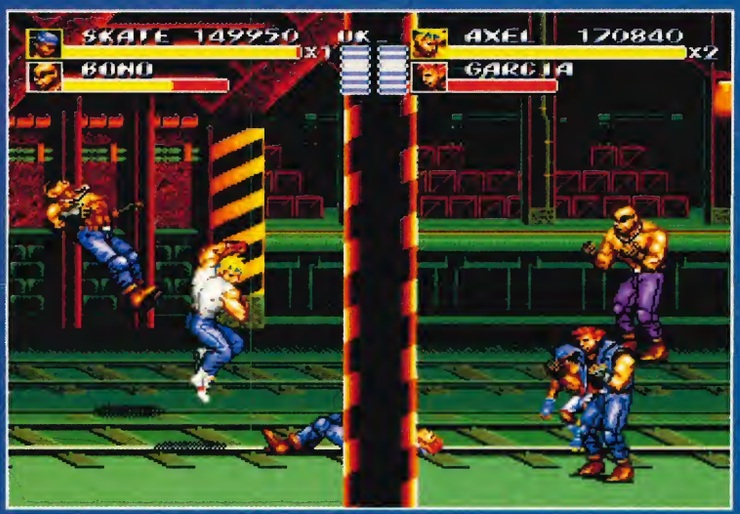
SKATE

SKATE
HEIGHT: 147cm
WEIGHT: 40kg
POWER: *
TECHNIQUE: **
SPEED: ***
JUMP: ***
REACH: *

The younger brother of original Streets Of Rager – Adam Hunter, Skate is the weakest of the fighters. He is also however, the fastest, most agile and most acrobatic of the team, being able to perform a whole range of breakdance moves, as well as racing around on his rollerblades.

LEVEL 4

▼ Having uncovered the Syndicate's robot frame-up, our heroes head off underground. Watch for a vibrating floor – it means a train's coming!

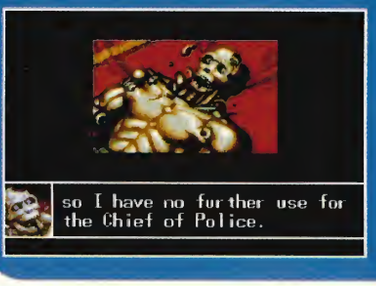


▲ In Streets Of Rage 3, the baddies are vulnerable to hazards as well. So it's worth trying to trick them into walking in front of trains. It is.

BOSS
▲ These three Samurais guard the entrance to the Syndicate hideout. Avoid their swords and beware of their Predator-like chameleon powers.

▲ Inside the enemy HQ! Now it gets tough as the big league of thugs take our heroes on.

▲ Just like in SOR2 our heroes have to take the final lift to the penthouse and Mr X!



ZAN

HEIGHT: 201cm
WEIGHT: 151kg
POWER: *
TECHNIQUE: **
SPEED: *
JUMP: *
REACH: ***

Replacing the huge wrestler, Max, from Streets Of Rage 2, Zan is a new addition to the Streets Of Rage line-up. A cyborg scientist on the run from the Syndicate, Zan possesses some highly impressive special attacks thanks to his robotic construction. He is also extremely powerful and thanks to his extending mechanical arms, has a devastating range.

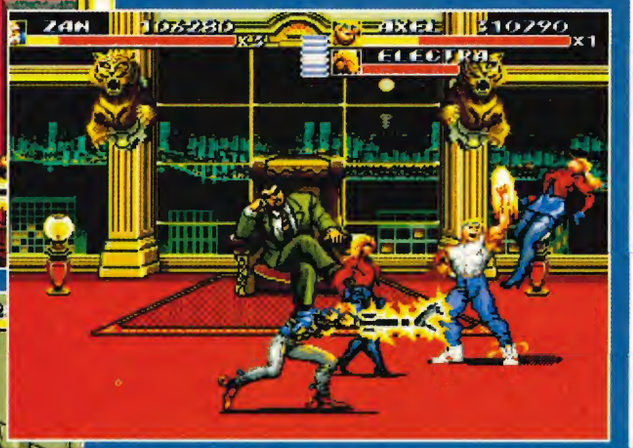
▲ **OVERLOAD**
Setting his body aglow with a charge of volts this is Zan's most powerful, but also his most energy-draining move.

▲ **ELECTRO GRIP**
Extending his arms, Zan sends a huge current through his hands, electrocuting anyone he touches.

▲ **ROCKET SLIDE**
Thanks to his jet-propelled boots Zan can rocket across the floor. Coupled with the force of his metal body this makes an awesome charge.

LEVEL 5

BOSS
▼ It's him – Mr X. Before you face him though, you must defeat a legion of his finest cronies.



◄ "Krrk, so you have defeated me. But if I die, then you can kiss goodbye to the Chief of Police. Aha. Ahaha. Ahahaha!"

▲ Mr X gets up and sheds his skin. Cripes, he's an intricately designed robot, but with the exact same abilities as the real Mr X.

LEVEL 6

▲ The race is on to find the Chief of Police before it's too late. The counter on the wall tells you how long our heroes have left.

▲ They've found him, but he's trapped behind a forcefield! Our heroes have to find the generator to deactivate it.

▲ Our heroes can use the lift to move from floor to floor. But which floor is the generator on?

Wrong room. It's a trap! There are four of these rooms and each one has a different trap. This one has a deadly moving laser beam.

▲ The generator. Destroy it! Now it's a race back to the Chief of Police. But is it too late? Is he still alive?

▲ Oh no! The time has run out! Poison gas seeps into the building, draining the team's energy. Quick, check each room.

STREETS OF RAGE 3™

SO WHAT'S NEW?

Streets Of Rage 3 features more than just one new character and a bunch of new levels. A whole host of extra features have been added to the game, giving Streets Of Rage 3 more depth and playability than any other scrolling beat 'em up. Just take a look.

IMPROVE YOUR FIGHTING SKILLS!

Yep, the main characters in Streets Of Rage 3 are actually able to learn new fighting abilities as they progress through the game. Should a Rager gain enough battle experience, a power star appears underneath their energy bar. Up to three of these can be gained and each one endows the character with improved fighting skills. Lose a life and you lose a power star too. However, if you've got a 6-button joypad you can perform these new moves at any time.

▲ As Blaze gains Power Stars so her Drop Punch attack transforms. Gain one star and it speeds up. Two stars gives her a flaming flip-kick. Three stars however, gives her a super somersault attack followed by a deadly power-slide. Very impressive!

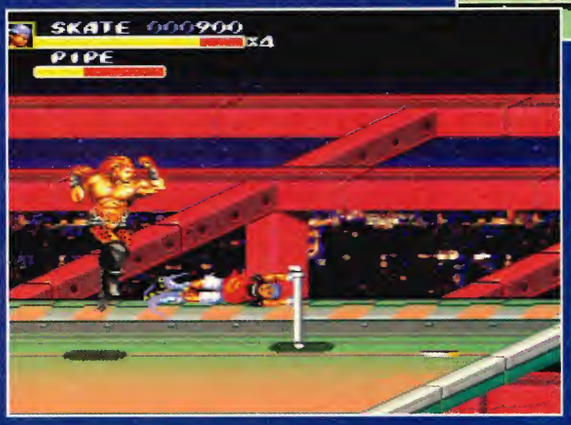
SUPER WEAPONS

In the previous Streets Of Rage games, weapons, such as pipes, swords and daggers could be picked up, adding to the strength and range of its owner's attacks. This trait has been carried on to Streets Of Rage 3. However, now each character can use their favourite weapons to perform stunning new special attacks.

▲ Axel's chosen weapon is the sword, with which he can perform three special moves.

▼ This stunning knife-swirl attack is just one of Blaze's weapon attacks.

▼ Skate favours clubs,pipes and planks to pull off his super-attacks. He also has a super-knife attack.



▲ Any weapon Zan picks up becomes a neon orb which can be used like a boxing glove or thrown like a bowling ball.

THE ALL-NEW POWER METER!

When special attacks were first introduced in Streets Of Rage 2, the most powerful ones always drained valuable energy when used. It's the same story again with SOR3 except for one thing – the power gauge. Perform a costly special move when it's powered up and flashing, and the energy is removed from the gauge instead of the character's life bar, allowing for more devastating fighting action than ever before!

▲ Axel's meter is charged. Now release the power!

ENLIST NEW CHARACTERS!

An especially smart feature of Streets Of Rage 3 is the way you can pick up new characters during the game. For example, halfway through level two you get to face a kangaroo, cruelly forced into combat by a clown. However if instead of defeating the kangaroo, you beat the clown up and set the kangaroo free, it actually joins your team, allowing you to select it. Could there be other hidden characters also in the game?

▲ Roo in action! He has a complete set of special moves, but can't pick up weapons. Poo.

▼Hey, it's Roo! he even has a little portrait on the score screen.

TWO DIFFERENT ENDINGS

One rather neat touch in the original Streets Of Rage game was the good and bad endings. This feature has been included in Streets Of Rage 3 – only on a much larger scale. Depending on whether you actually save the Chief Of Police at the end of Round Six, there are two different paths through Round Seven.

▲ Whoops. Take too long and the Chief bites the dust, but not before warning you about...

▲ The Imposter! So that's the evil Syndicate's plan. Just one of the possible ends.

◀ Rescue the Chief and it's onto the final showdown with... ah, but that's a secret.

CO-OPERATION!

Probably the best feature of the original Streets Of Rage was the way characters could use each other to perform highly acrobatic attacks, a feature that was sorely absent from its sequel. Well, Streets Of Rage 3 marks the return of the co-operative attacks. What's more, even the enemy employ them.

BEATS ON THE STREET

One of the most popular features of the Streets Of Rage games has always been the stunning soundtracks. The maestro behind this music is Japanese musician, Yuzo Koshiro, who was also responsible for the music on Slapfight, Revenge Of Shinobi and Shinobi 3.

It was during a brief stay in the UK that he first discovered the rave scene. He was so taken by it that he used his experience to create of the Streets Of Rage 2 soundtrack. Featuring an incredible collection of dance tunes, the music sounded unlike anything previously thought capable of the Megadrive's humble sound chip. So good, it even spawned an album called Bare Knuckle 2, which sold quite successfully in Japan.

The music in Streets Of Rage 3 follows suit with yet more bleepy bloopy dance numbers. Rich calls it "down and dirty Detroit hardcore" and who know what that means, but the truth is – it's very impressive indeed.

A STROLL DOWN MEMORY STREET

STREETS OF RAGE

It was around late summer in 1991 that the original Streets Of Rage game arrived on the Megadrive. Featuring the three original characters – Axel, Blaze and Adam, it was hailed as Sega's answer to Final Fight. In fact, it totally outshone the Super NES version of Final Fight with more enemy sprites on-screen and a stunning two-player option. Although quite dated now, it's still an enjoyable game and is currently available on the Sega Classics disc packaged with the Mega-CD.

STREETS OF RAGE 2

It was around Christmas of 1992 that the long-awaited 16 Meg sequel finally arrived. Streets Of Rage 2 was significantly superior to its predecessor with far better graphics, incredible sounds and mind-blowing playability. There were also four characters to choose from – Axel, Blaze and two new characters, Skate and Max, both replacing Adam. Easily equalling standards seen in the arcades, this game proved the Megadrive's worth as a gaming machine and still rates as an essential purchase.

SEGA

STREETS OF RAGE 3™

COME TO SUNNY SEGA WORLD

If you live in the Bournemouth area, no doubt you'll have heard of Sega World, the entertainment palace of the south coast. And indeed, if you don't live in Bournemouth, it's still very likely you'll have heard of Sega World, Sega's "family entertainment centre" - the first of its kind in Europe. The idea behind this centre, and the recently-opened twin in Colindale, is to move away from the traditional view of arcades as dingy, shifty-type locales, and present them as brightly lit, safe and pleasant mansions of leisure.

As you'd expect, all the latest Sega coin-ops are winged over directly from Japan as soon as they come out, but Sega don't have a monopoly on the games available in the centre. Popular and acclaimed machines by their rivals are also installed. The titles at Bournemouth are split into two major zones - The Driving Edge (for simulators and race games) and Zap Attack (where you shoot and hit things). Highlights include the eight-player Virtua Formula link-up, the six-player OutRunners link-up and the two R360 machines, which rotate 360 degrees on any plane (so you spend half the game upside down in your harness).

But hey kids - it isn't just an arcade parlour, oh no. If you've got an embarrassing parent/sibling/"friend" you can pack them off to the Din Bin, two separate karaoke rooms, with a selection of over a thousand tunes, and an eight-mike link-up. For ultimate shame you can also buy a tape of your efforts at the end. Oh dreary dear.

Old people and folks with only one hand would be best off investigating the Sonic Strike parlour for a go on the old ten-pin bowling. The lanes are specially designed user-friendly ones which are about a third shorter than conventional alleys and have a protective no-special-shoes-required surface. And there are little pictures of Sonic all over the place. Aah.

And, just in case you're hungry but don't want to have to step outside the palatial games heaven, there's even Megabyte Zone. This is, in fact, an in-centre Burger King restaurant, with all the usual buns and bits of meat and chairs and tables you'd expect from a franchise. And they take Luncheon Vouchers! Hooray!

And hey! What if you don't want to play games in front of everyone else? What if you want to sit in your front room and play them? Well, opening soon is a Sega Home Entertainment purveyorship, selling Sega hardware and software, with heaps of titles in stock at any time.

Sega World is quite a jape. If you live in the Bournemouth or Colindale areas or you're going near there for your hols, make sure you have a look in. The R360 is an experience worth trying (just don't try it right after lunch), the AS-1 is very impressive and the supply of coin-ops is being constantly updated (right now they've got the only Sonic arcade machine in the country).

Sega World Bournemouth can be found on Westover Road, Bournemouth, next to the Palace Court Hotel. If you fancy telephoning them, you might like to try this number - 0202 311225.

THE ACE AS-1

One of the main attractions of the centre is the hydraulic AS-1 flight simulator. This is one of only three machines in the world. The

▲ Cap'n Mikey helms the AS-1 flight experience. Fortunately, the flying bits are rather more dramatic than Jacko's rather un-panicked voice would have you believe.

▲ A ghost plays Lazer Bowl.

ride (for that's what it is for the most part) costs about £3.50 for eight minutes. Players have to help the thing take off, shoot down enemies along the way, and the highest scoring player then has to land the craft. It's not as interactive as you may think - the action is limited to pressing one of your two buttons at the right time rather than being particularly dexterous. However, the atmosphere is undeniably incredible. As your ship lurches, dives, crashes and swoops the AS-1 reacts accordingly (resulting in majorly bruised knees if you've got long legs and you sit in the little front seats). Probably the only downer about it is the fact the title stars and is narrated by Michael Jackson, whose character is hardly in-keeping with the action-packed space adventure (or most recently, the family theme of the centre). However, there are currently two new AS-1 compatible programs under development in Japan - one a particularly impressive looking spin through the skies of a futuristic city. These films have been in production since last Autumn, but along with programming the ultra-high quality graphics, the team responsible also have to write a separate program to co-ordinate the complex hydraulic gear, and it all needs a lot of testing to get right.

Whilst the level of interaction on the AS-1 isn't too high, you can't help but get involved with the proceedings. For real pant-soiling terror, try crashing the ship to the left of the runway when it's your turn to set the craft down.

▲ The R360 is one of those things you've really got to try - but not on a full stomach. Unless you fancy being sick all over yourself.

CRECHE AND BURN

If you're a parent reading this and you're thinking "Hmm, I don't think I fancy spending all day traipsing round some poxy arcade when I could be down the seafront with some candyfloss", then you'll be particularly happy with Sega World's creche-type arrangements. the Amazone jungle play area opens just before Summer this year, where you can safely plonk the juniors and swan off to wherever. It's also possible to get your kid electronically tagged (by means of a laser skin branding system), so the staff always know their whereabouts until you come to pick them up, which means they can go and play the machines as much as they like with their new-found freedom of movement. And by the way, we were lying about laser skin branding. They don't do that at all. It's just a little bleeper thing really.

Down at the SEGA MAGAZINE HQ we've been getting rather peeved lately. I dunno eh, you work all day, get home to your Bird's Eye meal for one and what happens when you turn the telly on? There's yet another luvvie awards ceremony gracing the screen. Yup, the celebs have really gone for it in the last couple of months, dolling up in their glad rags, donning their war paint and generally air-kissing every major star they can get their hands on. And it all makes for *such* interesting viewing don't you think?

Well, we had a think for about five seconds and decided that seeing as we're like *that close* to the major stars and everything, we'd hold our own awards ceremony. We even thought about getting Keanu Reeves and Kate Moss in to present them, but y'know, they're booked right up until the year 2000. Ah well.

However, the awards ceremony will still go ahead and we need your help in deciding the winners. There are eight categories in total and to vote, all you have to do is fill in the appropriate name under each category then send the form (or a copy) to: SEGA MAGAZINE, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1 1AU, by May 5.

GOLDEN JOYSTICK AWARDS 1994

BEST CONSOLE SIMULATION
(eg. Thunderhawk, PGA Golf)

.....

BEST CONSOLE GAME
(eg. Street Fighter II, Sonic 3)

.....

BEST ORIGINAL CONSOLE GAME
(eg. Gunstar Heroes, Dracula Unleashed)

.....

BEST ACTION CONSOLE GAME
(eg. FIFA Soccer, NBA Jam)

.....

HAND HELD GAME OF THE YEAR
(eg. Sonic Chaos, Micro Machines)

.....

SOFTWARE HOUSE OF THE YEAR
(eg. Virgin, Sega)

.....

CONSOLE PROGRAMMER OF THE YEAR
(eg. Dave Perry, Hirokazu Yasuhara)

.....

BEST ADVERT OF THE YEAR
(eg. Pirate TV ad, Mortal Kombat ad)

.....

YOUR NAME:
.....

ADDRESS:
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.....

AGE:
.....

GAMING AS YOU'VE NEVER SEEN IT BEFORE

ON APRIL 15TH A VERY DIFFERENT MAGAZINE IS TO BE PUBLISHED FOR THE COMMITTED GAMES PLAYER.

A MAGAZINE THAT COMMITS TO REVIEWING EVERY NEW GAME AND RATING IT.

A MAGAZINE THAT COMMITS TO INTERROGATING THE NEW HARDWARE AND TELLING YOU WHETHER TO BUY OR WAIT.

A MAGAZINE THAT IS 100% INDEPENDENT AND CARES ONLY ABOUT YOU GETTING THE BEST OUT OF TODAY'S GAMES MARKET.

THE ONLY MAGAZINE THAT HAS UNDERSTOOD WHAT GAMERS WANT FOR THE LAST 12 YEARS.

IT'S COMPUTER AND VIDEO GAMES ..... BUT LIKE YOU'VE NEVER SEEN IT BEFORE.

ON SALE APRIL 15.

SUPER SONIC

We always knew that Sonic was a star in the making, even if he has taken three years to reach the lofty heights of celebrity status. Sonic first appeared on the Megadrive in 1991, when he took the console world by storm. Since then, he's hardly looked back, and a string of successful games have deemed him the most famous computer character of all time. And it's not just gamers who love the blue spiky one. Sonic is fast becoming something of a national hero, appearing on everything from milk cartons to duvet covers and walkmans. We take an exclusive look at all the Sonic products on offer and wonder where it's all going to end...

Fill this toy up with water, then try to collect all the stray rings on the hook. £4.99 from all good toy shops.

If you have a birthday coming up, you'll no doubt be wanting one of these fine cakes – £9.95 from Sainsburys.

This wondrous metal pencil case is available in various styles from WH Smith, £1.99.

Remember Rubik's Cube? Well, this puzzle ball is very similar indeed. £6.99 from all major toy shops.

Sonic's Mountain Quest is really difficult to complete without cheating! £18, by Tomy.

Sonic the Hedgehog duvet cover, part of cover and pillowcase set, £25.99 from Debenhams.

Drinks container (Sonic or Tails design) approx £2.99 from BHS.

Oooh! A Sonic T-shirt! You too could own one if you pay a visit to Burtons and part with £10.99!

To complete your boudoir set, here's some Sonic curtains, £25.99 from Debenhams.

Baseball cap, part of Boots walkman set, £15.99 from Boots.

Beans and sausages, Sonic stylee, cost around 40p from all major supermarkets.

Storing up to 15 tapes this is the perfect accessory for your Sonic walkman. And guess what? It can be found in Boots for £6.99.

These watches are Tommy G's favourite piece of kit. At the moment they come in three different designs and can be found in all jewellers for £19.99.

More water fun, although this is almost exactly the same as the water toy pictured above. £3.50 from Tomy.

Sonic the Hedgehog walkman – it's a bit clunky and there's no rewind button, but it does come with a free baseball cap! £15.99 from Boots.

This helmet comes with a special no-crash guarantee from Sonic and is just £19.95 from Halfords.

Sonic appears with his chum Sally Acorn (who?) in these pasta shapes, available from Tesco.

Hmm, the wrappers are noticeably more impressive than these choccie rolls, £1.59 from Tesco.

SPIN-OFFS

Perfect for those of pre-school age (and for some above too) these colouring packs start at £1.50 from WH Smith.

Erm, we're not sure about these. They're either extremely cool, or completely naff. The choice is yours. Available only at Clarks.

Aah. Aren't they cute? Cuddly Sonic and Tails are £15.99 and £13.99 respectively and are found in all good toy shops.

Sonic bags come in a variety of shapes and sizes – backpack £9.00, holdall (left) £18.00, rucksack (far left) £18.00, all from Woolworths.

This Sonic folder is perfect for school and is a snip at just £2.99, from WH Smith.

Yup, it's another Sonic T-shirt. £10.99 from Woolworths.

Sonic pillowcase – part of Sonic duvet set, £24.99 from all major department stores.

Doubling up as a bizarre sex toy, this pinball machine whirs and whoops in a truly spectacular style. £27 from Tomy.

Bit of a disappointment, this. Both the choccie egg and the coins have nothing to do with our Sonic, and at £1.65, it's a bit pricey too.

Sonic Mega Milk is rather icky and is available from your milkie for around 40p.

These crisps not only come in little Sonic shapes, there's three mouth-stripping flavours too! And only 89p for six packs! Bargain!

This Sonic duel toy is great fun, even if it is strangely reminiscent of the ancient Battletops. Available from Tomy for £3.99.

There are tons of Sonic T-shirts available in the shops, and this one costs £10.99 from Woolworths.

These only go up to size 3, but they're great all the same. Available from all Clarks shops.

Believe it or not, this jacket is made of paper. It is, honest! Available exclusively from Sega, the only way to get hold of one is by making a trip to their American HQ. Which is just as well really – we had to keep it in a special box because it smelt so bad.

FIFA SOCCER

SHOWCASE FEATURE

JURASSIC PARK

DON'T FEED THE DINOSAURS

You've seen the film, bought the merchandise and gobbled up every piece of hype that the mass media can throw at you. Now sit back and prepare to be stunned as the Mega-CD is put to full use in an awesome version of Jurassic Park. Rad Automatic is your field guide...

▲ Yo! Word! Full-motion Posse in effect!

The science of genetics has advanced to a point where it's possible to recreate previously unimaginable scenes for those with the cash. An island in the tropics is stuffed with creatures and environments completely alien to those people privileged enough to be able to get there. Welcome to the home of test-tube skint people - Borassic Park. But something has gone horribly wrong - a party of students trying to scrape together enough money for some chips has escaped and now roam free, ruthlessly applying for part-time jobs in the bar at the visitors' centre. All this makes your task of collecting dinosaur eggs on a nearby island look like a walk in the park (oh ho ho). Just be thankful you'll be facing ravenous, slavering dinosaurs instead of having some pensioner trying to borrow money from you for cat food.

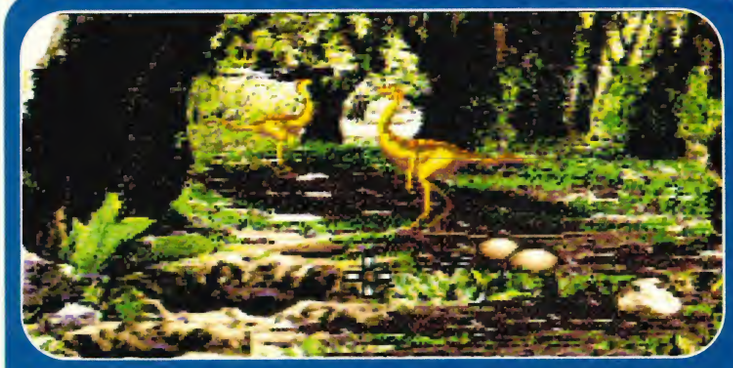
Your mission follows on from the events depicted in the Jurassic Park movie. As an intrepid paleontologist/bounty hunting mercenary gunslinger, you've been selected to snatch at least one egg of each species on the island. Once you've got the eggs you're to put them in the incubator so the scientists can...breed loads more...ravenous dinosaurs. Good idea. Anyway, thanks to a stroke of terrorist activity, your helicopter crashes on the island, leaving you with no weapons or tools to use. Luckily, your stuff is spread undamaged around various locations in the park, and you can use your amazing powers of looking closely at things and picking them up to restore your gear. All this is made easy by the cursor used to search around the environment. When placed over an object, this cursor transforms into a hand icon, a signal that the object can be picked up or manipulated. Similarly, the cursor becomes a magnifying glass should a portion of ➔

YOU'VE GOT A T REX? AIEEEEE!

Dinosaurs were a wily bunch. Well, some of them were. Some of them were stupid and docile, though. In fact, this whole wide world of fascinating prehistoric psychology is fully explored in Jurassic Park CD. There are seven species of dino in the game, and each of these breeds behaves differently, and has their own disgusting sound sequence should they kill you. Just in case you're not a qualified paleontologist and you've never had a prehistoric time-travel experience, here's a quick rundown of the lizards on offer.

PROCOMPSOGNATHUS

Truly the name of a hideous and terrifying predator, Procomps were actually tiny little meat eaters who hunted in packs, and generally picked on creatures their own size. You don't really have to worry too much about these blighters as they generally leave you alone.



GALLIMIMUS

Peaceful ostrich-like herbivores. Tend to run away from threats, so they're easy enough to scare off with loud noises. However, Gallimimuses are fiercely protective of their young, so watch yourself when attempting to steal eggs lest you incur a charging herd of the creatures.

TRICERATOPS

Everyone's favourite dinosaur (except for Tom Guise - he likes Tyrannosauri because they're best in Top Trumps). Triceratops are generally docile plant-eaters , but are deadly dangerous when irritated.

BRONTOSAURUS

The biggest dinosaurs in the park, and some of the largest creatures ever to plod the Earth are these Brontosauri. For the most part, these heavyweights just stand around in the distance eating lots of plants, but they come in very handy later on in the proceedings.

DILOPHOSAURS

These non-frilled non-spitting dinosaurs have been somewhat cosmetically adjusted for Jurassic purposes. Dilophosaurs are now in proud possession of a bony neck frill and poison-spitting capabilities. Best avoided thanks to their aggressive temperament.

VELOCIRAPTORS

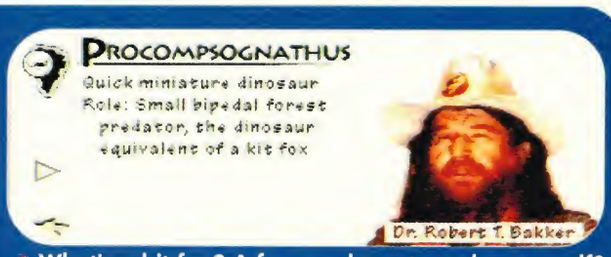
The dinosaur equivalent of Teddyboys, Velociraptors would slit your throat for two pins. Raptors generally hunt in twos or threes, so if you see one, be sure to watch your back whilst escaping.

TYRANNOSAURUS REX

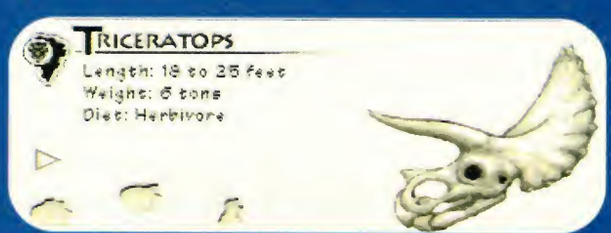
Top Trumps champion and undisputed largest predator in the history of the planet. The T Rex is probably the biggest threat to your survival. It's pretty easy to tell when she's in the area, as the ground and screen shake with every mighty footstep. If this happens, it's a very good idea to run to the next location.

KNOW YOUR DINOSAURS

Positioned around the park are a number of computer booths designed to tell tourists more about the dinosaurs they're visiting. These are invaluable for learning the behaviour and capabilities of your animal foes. The information is presented in lovely hand-drawn diagrams and statistics, and also through full-motion video footage of Dr Robert T Bakker, bearded paleontologist of Channel 4 fame. Doc Bob details the history and relevant details of the beast in question. Predictably, though, the most useful of these stations don't work until you get hold of extra CD-ROM discs found throughout the game. Some of these discs contain not only the standard information, but extra bonus tracks which help in the game, such as the Brontosaurus baby call used to attract the attention of the giant beasts. Needless to say such accessories are essential to your progress.



▲ What's a kit fox? A fox you have to make yourself?



▲ Hmm... very educational. Very interesting. Very dinosaur.

the screen demand closer inspection. If there's a point where an object in your possession can be used the cursor glows green just to give you a hint. This might make everything sound a bit easy, but with the strict time limit imposed and the proliferation of flesh-devouring dinos on the loose, your mission is anything but simple.

THEY CUT THAT BIT OUT

In between each location the player is treated to a few seconds of lovely full-motion video of their journey. Fans of the movie will probably be hugely excited to discover that this is in fact exclusive footage of the actual set, filmed during the nine free days at the end of the shooting schedule for the film. Thus there's a cornucopia of first-person perspective scenes from various areas of the park only Mega-CD owners will ever see. Cor.

LIVE SATELLITE LINK-UP

You're not quite on your own in this mission. You have a control centre to report to, which sometimes imparts highly useful information. When there's a message from HQ, a small satellite indicator flashes in the top right of the screen. To find out what your chaps have to say for themselves you have to run back to the Visitors' Centre and check the video monitor there. The title of each message is displayed on-screen so you can tell whether or not you've read it already. However, if you neglect to at least access, if not actually watch, each message, the satellite indicator flashes permanently. This makes it impossible to tell when you receive a new message, so be sure to check back to control regularly.

JURASSIC PARK IS REVIEWED ON PAGE 52

TIPS

There are all kinds of tips, when you think about it. Some of them are expensive, like asparagus tips. Some of them are misleading, like the tips of icebergs. And some of them help you with Sega games. Unfortunately, our budget doesn't stretch to mounting free asparagus on the cover of the magazine, and newsagent shelf restrictions make pull-out and keep icebergs a no-no. So the next six pages are dedicated to that third category of tips. The Sega ones. We know it's disappointing, but we'll make it up to you. If you send us the best Sega tips of the month, we'll give you £150 worth of software. It's a small price, but that's all we can do. The address to send your hints and cheats and such is SEGA MAGAZINE TIPS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There are no prizes for sending any other kind of tips, but if you want to give us free asparagus we won't say no.

SONIC 3

Robert Hayward of Bishops Tawnton, Barnstaple is a nice neat gentleman and he's sent in a lovely neat typed-up letter. How sweet of him. In fact, we'd just like to take time to thank Robert for that. Rob – thanks for being you. The tip's quite good too. If you want a high score and as many lives as you can be bothered to collect in this big-selling trequel, follow Monsignor Hayward's advice. When you reach the alarm beacons on the Launch Base Zone, keep revving Sonic between the beacons. The Badniks summoned by the klaxons keep attacking our chum, and after a while you'll receive 10000 points for each one you destroy - and every five of these mechanical birds killed reaps an extra life! Hooray! Hooray!

JURASSIC PARK

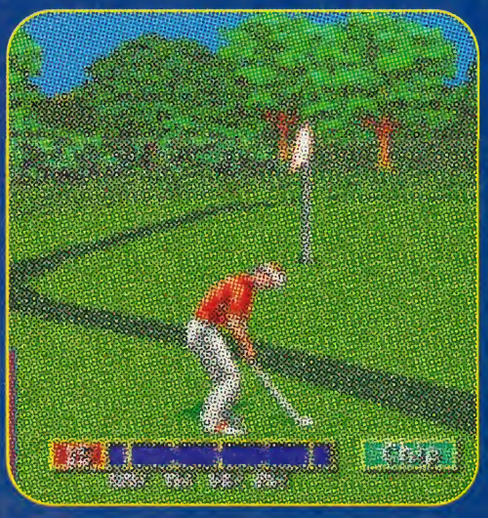
Christian Ray of South Woodham, Essex is a lovely man. He's so nice, it puts the whole world to shame. In fact, he's just so lovely, he's sent in a complete set of codes for this game of dinosaurs, humans, plants and rock formations. And it's not just for your average human players either - if you're a dinosaur playing as the Velociraptor, there are codes here for you too. How considerate. Anyway, here are the codes.

PLAYING AS GRANT

STAGE 22LTJ301B
STAGE 341VS10DE
STAGE 467NRH01H
STAGE 58VVVK654
STAGE 6AVVVN659
STAGE 7CVVVQ45C

PLAYING AS RAPTOR

STAGE 2I21G0016
STAGE 3K21G0018
STAGE 4M21G001A
STAGE 5O21G001C
(Only five Raptor stages)



SA DRIVE

ROCKET KNIGHT ADVENTURES

Martyn J Grimes of Plainmoor, Torquay sent us quite a bundle of tips, but unfortunately we already had most of them. However, he did send us a rather good Rocket Knight level skip that we didn't know, so here it is. Whilst on the title screen press Up and Left ten times. Then, when playing the game pause it and press C, B, B, A, C and B to skip a level. Thank you Martyn, we love you.
On the subject of Sparkster's title, Nick Barnes of good old Brickfields, Worcester has sent us a good tip. If you're finding Rocket Knight too easy (if you're using the level skip cheat, for instance), reset the machine and wait for the Konami logo to appear. Now press Left once, Right once, Left four times and Right seven times for a Crazy Hard difficulty option.
And actually, this is a bit of a coincidence, because James Ryder from West Drayton, Middx, also has a cheat for Rocket Knight. Play the game for about ninety seconds, then pause it and press UP, UP, UP, UP, UP, UP, DOWN, LEFT, LEFT, LEFT, RIGHT. If the PAUSE message flips over the cheat has worked. Now reset your Megadrive. Wait for the demo to come up and – gasp - it's your game! The possibilities for combining this with the level select are almost endless.

WIZ 'N' LIZ

Nuff respeck must surely go out to Maureen and Robert Cass (or it might be Carr -the signature's a bit dodgy) for these two codes from the very sweat of Satan himself. However, before you get too excited, you're going to need an Action Replay Pro to use them.

FF340 3000F - Infinite time.
FF070 70003 - Infinite lives.

How mighty useful.

PGA TOUR GOLF 2

"I have a cheat for PGA Tour Golf 2" writes the mysterious James, without leaving his full name or any semblance of an address. What's the matter, huh? Too scared we might be able to trace you? Yeah? Want to make something of it? Eh? Eh? Yeah, well maybe we'll just print your tip anyway. "James" says you should take thirteen shots, then keep taking mulligans really really fast. You should find that when you get to stroke 1 you can keep going until you reach stroke -2! Magic golfing prowess in the area, homeboy!

COSMIC SPACEHEAD

Manny Cross of Horwich in Lancashire has been a busy beaver over his copy of Cosmic, and he's sent us – and indeed you, this comprehensive list of codes. Cheerso, Manny.
1 YGZZ TEEA BEWI LZIA MS96
2 YGQZ XEEY LJWI LQIA MS66
3 YGQZ XEEA L4WI LQIY MSTX
4 DGCW JEEA WWWI LS8V M76E
5 DGHF JEE6 WW8I LSW8 MYTZ
6 MRHF JFE6 WWLI LRW8 MMI5
7 MRHF OFE6 WWLA LRW8 IM63
8 MRHF BFE6 WWLG LRWF IDOI
Manny has also provided us with the solution to the last level. He says to enter the rooms in this order - 4: ANTI GRAVITY SLIDE, 2: TRAMPOLINE, 5: BRIDGE, 6: BLOWPIPE, 3: BOX, 1: MONEY.
How perfectly lovely.

TIPS

NBA JAM

We've got something of a plethora of tips for NBA Jam this month, by crikey. The first bundle come from The Grand NBA Champion – Mark "Undefeated" Long.

DEFENSIVE POWER-UP First, pick your team. If you've got no mates ("like my brother" says the rather uncharitable Mr Long) and are playing one-player, switch the character with the weakest defence to the left and press Start. When you see the Tonight's Matchup screen press any button five times, holding the button on the fifth press. Keep the button pressed when the court appears until you see the Defensive Power-Up sign in place of your character's name. Ultimate defensive skills are now all yours.

TURBO POWER-UP Once again, pick your team. This time, as soon as you've picked them press A, B and C simultaneously thirteen times. You must finish this button activity before the tip-off. Again, keep all the buttons down after the last press and keep them there until you see Turbo Power-Up instead of your name. This player now has unlimited Turbo power.

JUICE MODE This one's for the better players out there. Once you've defeated all 27 NBA teams you have the option to play a little differently. Select your favourite team as usual. This time, press any button thirteen times, then press the B and C buttons together on the thirteenth press. Keep them pressed and you'll see the words Juice Mode under the players who are tipping off. Every player now scoots around at a million miles an hour (nearly). Huzzah for Rainham, Essex's favourite son for those.

And it's huzzah to Peter Mitchell of Datchet, near Slough in Berks for these. He's only gone and discovered the flipping cheats to play famous people in NBA Jam. We already had them, but since he was the first reader to send them in he may as well take the credit for all his hard work.

To play Midway's designer, Mark Turmell, enter MJT on the initial screen. Only highlight the last letter, though, and then press these buttons - Start and A. Mark now appears on the left hand side of the team. Select the team of your choice and away you go.

If you fancy playing the President of the United States, Mr Bill Clinton, use the same method, but use the initials ARK instead.

If, however, you don't think you're quite up to presidential standards, how about being vice-president Al Gore? Use the initials NET and press Start and button B instead of the regular A.

Ben Haywood of Rossington, Doncaster in S Yorks has just made deadline with these other character codes, too. Cheers Ben and sorry about your phone bill!

To play Air Dog (a little kid with mega jumping abilities) enter the code AIR and press Start and A, and to access Chow Chow (a bit of a girly long-haired hippy) enter CAR and press button C. Thanks again, Ben.

This is all very well, but the first person to send us the Play Mortal Kombat Characters codes is guaranteed our eternal devotion.

GAUNTLET IV

Aah, Gauntlet Intravenous, that old chestnut. Chronically overlooked by most people thanks to a lack of visual thrills, with only Dawn O'Connell of Shepshed, Leics to carry the tips flag for this ace title. But what a flag it is, being a final level last confrontation stylee password. And here it is.

KULY9 JF593 J-8T8
7T=U5 E9G88 D8EGU
(The password for the castle is 4J4MT 3YW49)

Dawn also reveals the technique to destroy the last dragon boss. Wait until he fires at you, then shoot all four gem stones until they go out. The dragon now changes colour, which is your signal to shoot him in the head. Repeat this process and victory is assured! Ahahahaa!

BOB

This isn't the most inspiring game in the history of platforms, it must be said. However, Becky Harrison of Hull, North Humberside has a good cheat for it. When you see the "Foley Presents" screen, hold down all the buttons on both pads. If the cheat has worked you should hear a little sound effect and start the game with full ammo and remotes and infinite lives. Bejabbers!

CYBORG JUSTICE

This really could have been a mighty impressive game, but it has a really rushed feel about it. Still, rushed or not, the programmer obviously had plenty of time to put in a secret hidden opinions screen, as Padraic Bracken of Tullamore, Co Offaly, Ireland has discovered. Start a duel or arcade game and press pause. Now press C, B, B, C, C, A, C and B to bring the option up.

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TIPS

ALADDIN

Skipping is obviously one of M Maruf of Warrington, Cheshire's favourite pastimes. Not that we're implying that M is a big soft girl who plays with dollies or anything, although thinking about it, it is possible, I mean, M's a pretty non-specific initial. Anyway, the skipping we were talking about was of the level variety, and M has been kind enough to send us a cheat to miss out stages in Aladdin, of all games. Just pause the game at any point and press A, B, B, A, A, B, B, A. This will automatically move you on to the next level.

TOE JAM AND EARL 2

We've been inundated with codes for TJ&E2, it must be said. However, the most comprehensive and generally bestest ones we got came from G Taylor of Newbury, Berks. Each password starts you out with an average of four lives, ninety-odd funk moves, between y and ninety coins and about four funk vacs too. A couple of the passwords even start you off with a supply of Super Jars, too! Well done, G, you're a real pal.

LEVEL	CODE
3	C6T2ZE-ILEIC
5	PT28KZFK2YJQ
7	D9489128AT6
9	JPTFXEW9WZ0Q
11	T5QQCE2JA8PQ
13	JP8Q!IAPC84N
15	D92Q(9XV5E

ROBOCOP VS TERMINATOR

"I've found the secret OCP offices on Robocop Vs Terminator for the Megadrive" says Kevin Exley of RAF Police Flight, RAF Abrohm. That's all very well, Kev, but what are you doing playing games on our taxes eh? Haven't you got any planes to fly? Couldn't you just start a war or something? Anyway, here's the cheat. On stage two, when you have to rescue the hostages, go to those at the far left of the screen. Head to the top of the screen, where there is a pole which you can use to pull yourself across. Keep going until you go behind a building. Now drop down so that you're still behind the building. Go left until you can't go any further and push up. You'll now find yourself in the OCP office here there's a load of extra lives hidden in ...ninator weapons. What's more, you can return to the offices as many times as you like! Cheers for that Kevin, and we only joking about the taxes. Please don't bomb our office.

But hark! What tip through yonder envelope breaks?Why, it's James Clark with another smart tip for R to the V T. He reckons that should you pause the game and press B, A, C, C, C, A, B, A, C, C, C, A, B (which spells Bacccabacccab backwards) you can access a weapon select (you'll hear a machine gun noise if you've done it right). Unpause the game and press A, B, C and Up to change your current weapon.

ECCO THE DOLPHIN

We've had a few enquiries about this now aging classic, so we thought we'd print this rather pleasant little password-ette cheat-type-thing from Carl Copley, who forgot to include his address.

On the code screen, enter the letters SIX followed by any two letters to access any part of any map on any stage. Most useful.

THE FLINTSTONES

Meet the Flintstones, they're the modern stone-age family. Indeed, let's ride with the family down the street, by the courtesy of Fred's two feet. You know, when you're with the Flintstones you'll have a yabba dabba doo time. A dabba doo time. Anyway, Roisin Sarah Cunningham of Ayrshire, Scotland has discovered a secret alien room in the Megadrive platform hronicle of the famous prehistoric nuclear unit. On the first evel, where the first set of dinosaur heads are, walk left until you fall down a hole and you should land on a trampoline. Let this catapult you up and climb in to the wall above. If you walk left the Martian who used to grant Fred's wishes in a couple of the later cartoons appears and transports you to a secret room. That was very nice of you Roisin.

SEGA

MEGA DRIVE

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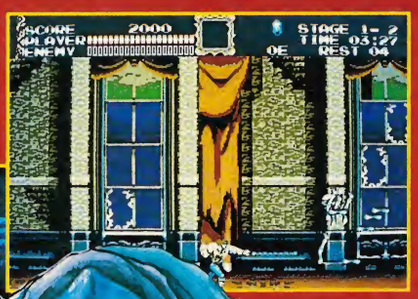
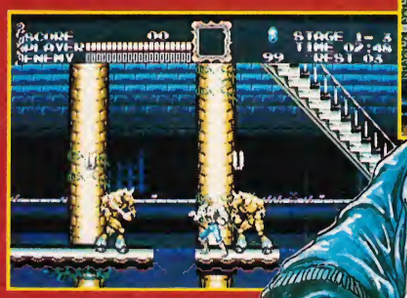
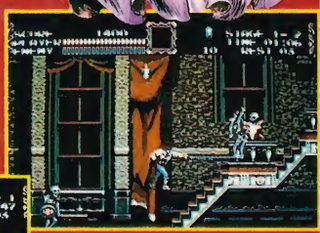




As John Morris the whip wielding vampire hunter, or Eric Lecarde, master lanceman, you'll chase the demonic vampiress Countess Bartley across Europe to prevent her resurrecting the master of all evil - Count Dracula.



KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

TIPS

MORTAL KOMBAT

Ooh, that John Prince of London is a wily fox when it comes to badger-baiting the innermost secrets of Game Genie codes from their sets then throwing them to the dogs to be savagely torn to shreds. The latest defenceless, cornered and scared code system has been traumatically separated from Mortal Kombat. For his sterling efforts in discovering these non-infinite lives type codes and having some originality, John receives our Tipster of the Month award. God bless him and all who sail in him.

TZCA - BBAB: Invisible characters with no shadows. Only the blood effects are visible.

AXDA - AA5L: Turbo moves. Whilst the characters move at the normal pace, their moves are carried out at super-speed, allowing you to perform three or four specials in the time it usually takes to do one. Works best with two good human players.

4WXA - AC32 Morph code. Perform Sub Zero's power slide and your character transforms into another, random Kombatant, who may even be Goro. The transformation only works once per round, however.

BWXA - ACEE Exploding head code. This one causes your foe's head to blow up. Lovely.

BATTLETOADS

Sidney Rooth of Halifax, West Yorks is something of a Battletoads fan, and no mistake. Indeed, such is his incredible prowess with a joypad he's discovered these TWO ace cheats. And here, in Sidney's own words, they are.

PLANET A Turbotunnel, last round. Crash into the ninth block, takes you to Plan B level five Surf City.

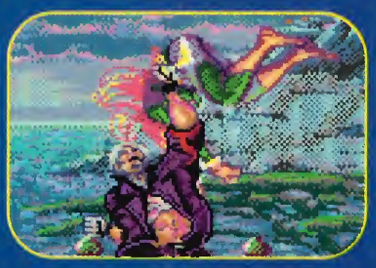
LEVEL 2 Snake Pit. Climb snake, walk forward to middle and jump as far as you can to the right - takes you to Plan C level 8.

We didn't even know these cheats existed, so thanks there, Sidders.

ZOMBIES ATE MY NEIGHBOURS

Got Zombies but aren't very good at it? Jonathan Barr of Hillsborough, Co Down in Ireland is the man you want to speak to. However, he probably doesn't want to speak to you, so it's quite lucky we've got his Zombies codes to save him the trouble.

LEVEL 5: ZYZM
LEVEL 9: JBRL
LEVEL 13: LCFJ
LEVEL 17: BMLK
LEVEL 21: PQBR
LEVEL 25: QLNK
LEVEL 29: QNKR
LEVEL 33: SDHM
LEVEL 37: BKUR
LEVEL 41: BZPM
CREDIT LEVEL: QSDZ
EXTRA TOUGH LEVEL: BNYZ



ETERNAL CHAMPIONS

Boy howdy! Here we were getting all excited trying to find the fatality moves in Eternal Champions when Stephen Hauker of Chester goes and sends us a full list. The visual effects of these moves are quite ace, so Eternal Champions owners should check them out forthwith. To perform these moves wait until the last round when your opponent will die after one more hit. Once you've positioned your opponent use a heavy punch to activate the special.

BLADE STAGE Stand your opponent with their furthest rear extremity approx 1cm from the centre of the fan.

SHADOW STAGE Stand your foe with their furthest rear part just touching the second sign in on the left hand side – so they're facing the first sign.

MIDKNIGHT'S STAGE Position your enemy with their back on the edge of the last hut on the left. Hit them into the centre of the screen.

JETTA'S STAGE Stand the other player with their back to the centre of the screen and rear foot just on the dark concrete. Hit them into the centre.

LARCEN'S STAGE Place the second character so that only three quarters of the right side lamppost is showing (far right side, so most of the cars show). Stand with your player's body level with the first glowing light of the first car.

RAX'S STAGE Place your opponent's front hand to the front of the left side statue (with their back to the centre of the screen). Stand your player on the other side of the statue.

SLASH'S STAGE Look for the triangular shaped cliff edge near the centre of the screen. Stand your victim so their front knee is touching the left side of this and position yourself on the right.

TRIDENT'S STAGE Push your foe so their head is close to the centre of the mermaid's pot and their back is to the centre of the screen). You stand on the far right of the screen.

XAVIER'S STAGE Go to the right side of the screen and stand your victim's rear foot about a centimetre or so from the wood at the base of the fire and smack them towards the centre.

What a masterful feat of tipping, oh mighty Hauker Man.

MEGA-CD

THUNDERHAWK

This game was probably the major turning point for the Mega-CD, from pointless re-releases with a cartoon intro hastily tacked on, to quality software which shows off the capabilities of the machine. Still, you probably haven't completed it yet, have you? Well never mind - here's a smart tip from Paul Brett of Didcot for infinite armour and weapons. Just pause the game and push Up, Right, Left and Down. Now just press Start to unpause and all is sorted.

BLACK HOLE ASSAULT

Fair enough, this is a bit old and a bit bad, but if you've got it and you want to get more than boredom out of it, Paul "The Master" Didcot has come to your rescue with a cheat for a SECRET GAME! Yes! A whole different secret game! As in secret! Not generally known to the majority! Wow! Use the initials AZY as your name and highlight mission BHA. Enter the AZY code and you reach the hidden, secret, unknown game they call Black Ball Assault. Paul, we salute you.

Master System

MORTAL KOMBAT

Ice Cube of Compton, South Central Los Angeles has sent us this great cheat for Acclaim's nice little earner. "Chill, homies," says Ice "I don't know about you, but I like to see a good bit of blood and death. Nothing beats a nice mutilated corpse if you ask me, especially if some mofo was trying to check me, do you know what I am saying?" And with that he bestowed upon us the blood 'n' death code for the 8-BIT conversion of the popular arcade video game. On the code screen press buttons 2, 1, 2, Down, Up and then both the 1 and 2 buttons, and rotate the pad clockwise. "Now no-one will diss you, G" concludes our pal. Actually, that code was really sent in by Carl Stones of Wyke, Bradford, and he didn't say any of those things (apart from the cheat).

JUNGLE BOOK

G Jabbar of London SE1 would like to help anyone stuck on Disney's classic, The Jungle Book. Fortunately, this isn't a tip on how to fast forward your video (ha ha), but a level select for the Master System version. When the Virgin logo appears, press Up, Down, Left, and Right repeatedly until you hear a ringing sound indicating the cheat is activated. Start the game and use left and right on the D-pad to choose your starting level. Yo, word, G.

ZILLION

Tim Scaping of Twickenham, Middx has sent us a whole bunch of tips for a load of Master System budget titles. If you fancy trying them out but you haven't got the games, you should easily be able to pick them up for a few pounds. His first effort is for this pleasant platformer. After you've died, press both buttons and Up to continue from where you left off.

CHOPLIFTER

Tim Scaping strikes again, with another tip for an 8-BIT classic. Get to any level you so desire by pressing pressing Up, Down, Left then holding Right and pressing button 2. Hooray for the boy Scaping!

GAME GEAR

MARBLE MADNESS

Hooray! Someone's sent in some Game Gear tips! Bless you Daniel Torr of the amazingly named Big Bailey Riddings Farm in Macclesfield, Cheshire. His cheat for the rather great Marble Madness is nothing short of quite good. Access the options screen and select TEST FX C and TEST MUSIC/SOUND 6. Now you can position the arrow on the SELECT LEVEL option with unlimited time.

REVIEW

24 MEG

BY: SEGA

PRICE: £59.99

RELEASE: JUNE

STYLE: BEAT 'EM UP

PLAYERS: 1–2

CONTROL: JOYPAD

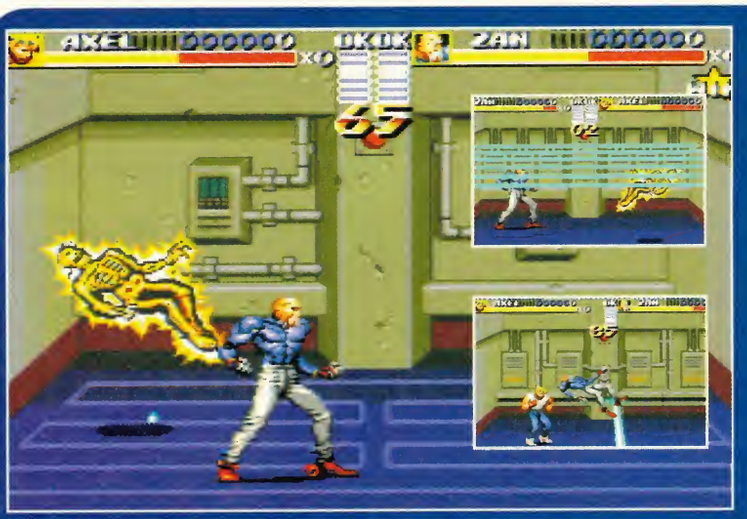
CONTINUES: 3

The first screenshots of Streets of Rage 3 appeared a few months ago in the Japanese press, and console journos were all too eager to put the boot in before they'd even seen in the game running. "It's just like Streets of Rage 2," they moaned. "It's like all the other scrolling beat 'em ups," they winged.

Whoa! Hang on there already! Just how many decent scrolling combat games are there for Sega's 16-bit system? We could count only two. Streets of Rage 1 and 2 funnily enough - so how Megadrive owners could have had this genre "up to their ears", as it were, we can't quite fathom. As for the first criticism ("it's just like Streets of Rage 2"). Well, yeah, sort of. The levels are bigger. They have more variety. The action is a lot faster. There is a new character introduced. Oddly, these are much the same differences between the Sonic games and no one with more than a couple of brain cells to rub together gave Sonic 3 less than 90%.

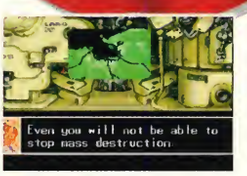
So, yes, we like Streets of Rage 3. It's flippin' excellent. The movement of the game is superb and the graphics are smart. Yuzo Koshiro has done the musical chores and although the music takes a bit of getting used to (the up-beat techno tunes of the previous game have been replaced with down 'n' dirty Detroit hardcore), it still does the business rather well.

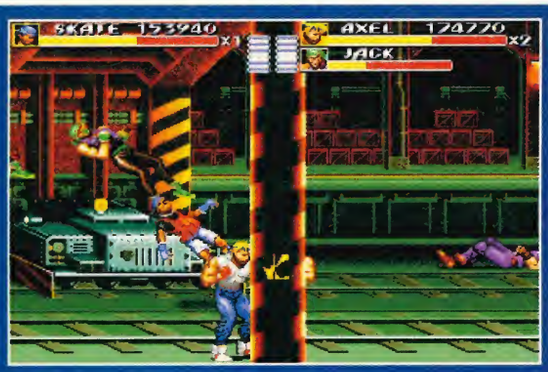
Rich in particular loves Streets of Rage games. In fact, he actually bought Rage 2 the other week because some unscrupulous person nicked his office copy. This is despite the fact that SOR games are quite easy to complete - and Rage 3 is no exception. Streets of Rage 2 and 3 are undoubtedly the greatest scrolling progressive combat games for any home system. If you can't afford the £59.99 for Rage 3, get Rage 2 - although the new game is undoubtedly markedly superior, both are beat 'em ups of exceptional quality.



▲ **The one-on-one duel mode of Rage 2 is also included in the sequel. However, the different scenery can have a great effect on the gameplay. Trap rooms each have different hazards to overcome while you bash in your opponent. One particular scenario has some evil traps hidden in the ground that produce a hilarious result.**

STREETS OF RAGE 3





▲Streets of Rage 3 improves over its predecessor with a much more lethal environment to combat. Plenty of traps and battering rams add up to a whole lot of energy-draining trouble.

▲Each character has speciality weapons they can use to produce some all-new special moves. Also, clobber enough enemies and you're awarded a power-up star.

STREETS OF RAGE 3™

▲With 24-meg at their disposal, Team Rage have been able to improve on the game's presentation. Some fab character portraits pop up during the intro and a lot more besides.

▲What is quite intriguing about this game is the storyline between each level. The dialogue of the characters is a bit sad, but some decisions you take during the game affect the gameplay and the story.

▲Come on! Techno! Techno! Techno! Techno! What this mere magazine can't convey is the overall brilliance of the music (unless we put a CD or tape on the cover).

COMMENT

RICHARD LEADBETTER

I'm a big Rage fan and I was more than excited by the arrival of this latest instalment. On the whole, I am very impressed. It is the fastest and most playable progressive combat game ever and although it's not so challenging, it's still incredible fun. The power-up and weapons-related special moves are a nice addition to the basic gameplay. Team Rage's combat engine has been honed to perfection, the graphics are better than ever, and Yuzo Koshiro's soundtrack (that "difficult third album", so to speak) is innovative, thumping techno. If you're a Rage fan like me, I urge you to try this out. If you're after a combat game on a budget, Streets of Rage 2 is more than sufficient.

COMMENT

TOM GUISE

When I saw Streets Of Rage 2 over a year ago, I was completely gobsmacked. The arcade quality graphics, stunning sound and brilliant beat 'em up action made it probably the best Megadrive game at the time. I can't say Streets Of Rage 3 has had quite the same effect on me. Yes, the graphics are equally stunning, the sound is still superb and the playability top-notch, but it doesn't have anything I didn't see in Rage 2. But that's no bad thing. If you're an avid Rage fan, this should definitely satisfy your continuing beat 'em up lust. Otherwise, I'd be inclined to recommend Streets of Rage 2, it's cheaper and equally as fun.

REVIEW

90 **Presentation:**
Overall, very impressive. Nice character cut scenes, character selection screens and a good ending too.

93 **Graphics:**
The best of the Rage series yet. Both sprites and backdrops are superlative artistic examples.

94 **Sound:**
Sometimes tuneful, very occasionally out of tune, but always thumping and atmospheric.

18 **Originality:**
There are one or two nice original features in there, otherwise extremely unoriginal.

94 **Playability:**
Laying into armies of thugs and introducing them at high velocity to your character's extremities is extremely satisfying.

70 **Challenge:**
Easy mode is a doddle, Normal offers a couple of days action and Hard is well, quite tough indeed. Much the same difficulty level as Rage 2.

87 **Lastability:**
Before we got this we were still playing Streets of Rage 2. It's very easy, but its playability brings you back.

OVERALL:

Expensive, but you're paying for the best scrolling combat game in existence. Only Streets of Rage 2 is anywhere near as good as this.

90

REVIEW

8 MEG

BY: VIRGIN

PRICE: £TBA

RELEASE: TBA

STYLE: PLATFORM

PLAYERS: 1–2

CONTROL: JOYPAD

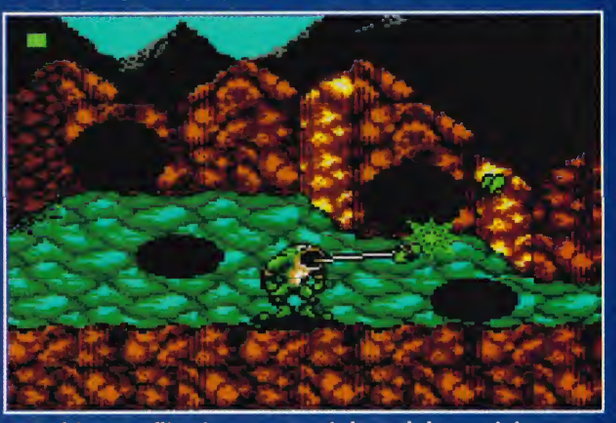
CONTINUES: NONE

The Battletoads have a long history in the video games world, and have hit just about every system in existence. Which makes it all the more amazing that they've only been in one game. This rather promiscuous title has now wheedled its way onto the Master System.

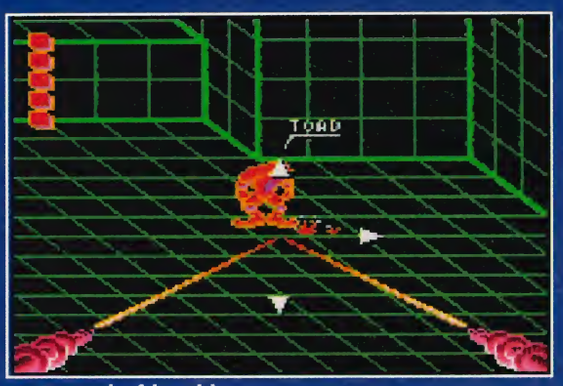
Battletoads is certainly heavy on the variety front, with each level having a different slant on the usual platform/beat 'em uppery which is the main meat of the mechanics. The stages range from jet bike riding to climbing up giant alien snakes, along with the regular platform jumping and mutant punching. Battletoads enjoyed a large amount of praise when it was first released thanks to what was then a very refreshing approach to game design. However, this version of Battlemaniacs suffers from some severe gameplay flaws. The movement of the characters is way too slidey, and makes precision control impossible. This isn't so bad on the beat 'em up bits, but when you reach the stages which require tighter response there's an abnormally high rate of frustrating and unavoidable deaths. What's more, the action feels very sparse – the game seems to consist of running a couple of screens to one confrontation, then moving another couple of screens to the next encounter.

Battletoads isn't a terrible game, but it is a sloppily produced and bland one. There may not have been a flood of Master System games on the shelves recently, but there are still sufficient quality carts out there to make this one redundant.

▲ Suddenly, a flying bum drop didn't seem so wise.



▲ Puking on flies is an essential toadular activity.

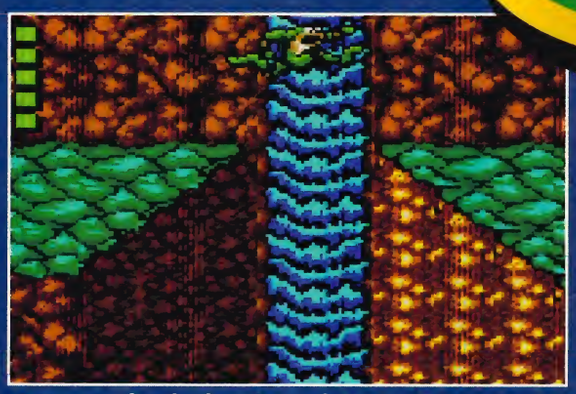


▲ An end-of-level boss.

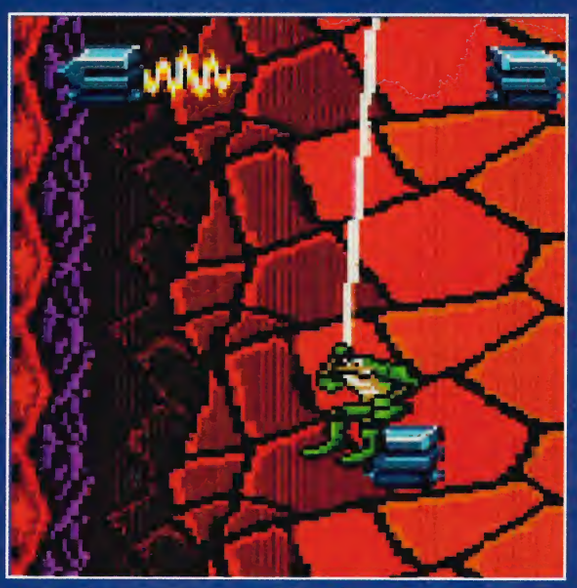
▲ A stilt-walking robot.

▲ Ooh, jet bike I hate you! Hoof!

BATTLETOADS



▲ Hooray for the heroic toad. Hooray.



▲ Another amazing toad-like feat of ingenuity.

▲ Certain death is assured, here.

COMMENT

RADION AUTOMATIC

Battletoads was very impressive when it was originally released, but it's starting to show its age nowadays. Things aren't exactly helped by the rather unprofessional programming that lend the game a very rushed, half-finished feel and take most of the fun out of the cart. Frustrating and disappointing.

COMMENT

TOM GUISE

I've never played any of the previous console conversions of Battletoads, but if they're anything like this all I can say is "Thank God!" This game is appalling. Admittedly, there's a lot of variety, with each level providing a whole new set of challenges from fighting and bike-riding to negotiating a deadly snake maze.The problem is, it's all been so badly put together. Each level is a nightmare of frustration as you die over and over again. It's not that the controls are unresponsive, actually they're quite good. It's just that the game is so unfeasibly difficult. Reflexes play no part as you're forced to memorise the pattern of the course. It's like an alien torture. Now run, save yourselves!

Presentation: 80

There's 'twixt-level story scenes and some options, so you could indeed say the presentation is okay.

Graphics: 52

Small, iffy sprites in dull, flat colours. There's a bit of sprite flicker too, and the animation is slightly ropey.

Sound: 43

A brave attempt at a number of good tunes which turn out to be horrifically painful.

Originality: 23

There's nothing big or clever about wheeling this out for the millionth time.

Playability: 41

Plenty of variety and it looks great on paper, but the useless controls ruin the game.

Challenge: 81

It's pretty huge, and hard enough. However, it's only difficult because of the totally unresponsive controls.

Lastability: 36

Battlemaniacs is a big game, and the variety should add a bit of longevity, but it just isn't playable enough to last long.

OVERALL: 40

A disappointing conversion of what could have been an excellent game.

REVIEW

CD

BY: EA

PRICE: £39.99

RELEASE: APRIL

STYLE: STRATEGY

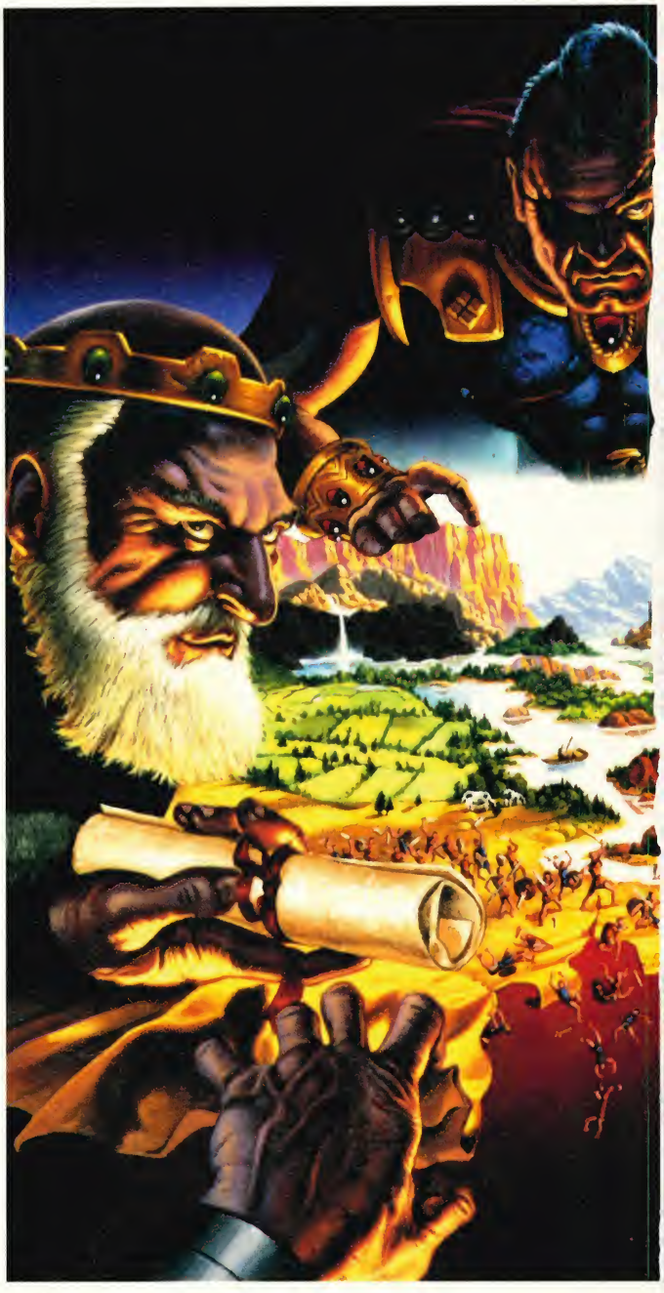
PLAYERS: 1

CONTROL: JOYPAD/MOUSE

CONTINUES: PASSWORD

POWE

Arriving almost on the first anniversary of the Megadrive release, the CD conversion of Powermonger has spent a large amount of its development time in a state of mysterious "limbo". What major read-justments could be being made to Bullfrog's complex game of conquest and barbaric slaughter? As it turns out not that many, save the presentational bells and whistles that have come to typify 'CD editions' of popular Megadrive games.



As a military captain, your objective is to tromp through 195 different lands, bending the inhabitants, and their commander, to your will. The word 'tromp' is used specifically, since the task is massive, the playing area huge and the pace of the game is often torturously slow. This has a complex interface system using an isometric map, showing a 3-D depiction of the landscape. Flanking this area, which takes up a good third of the screen, are the command icons and information maps which help you make decisions. Sending troops to massacre villagers is common, but by no means the only feature of the game. You can invent items as diverse and exciting as ploughs and boats, recruit followers, and if you fancy a little thrill, go spying and risk being caught and hung.

▲ The fractal fly-bys are most impressive - and they accurately represent the in-game map too.

▲ Plenty of little men here to boss about.

▲ The map of the land.

▲ Little men rush about.

▲ Often, fascinating text appears.

R.MONGER

COMMENT

RICHARD LEADBETTER

I have to say, of the slim library of Megadrive strategy games, this is my least favourite. Like Populous, it's a game where the player doesn't have direct control of the outcome, but tries to influence it, which turns players who like action off for a start. Other games of a similar ilk, such as Mega-lo-Mania, make up for it by playing at a pace, or having some exciting 'action' effects, but the battles in Powermonger are mundane, bloodthirsty affairs, where scores of peasants simply give up the ghost. It's probably quite an authentic depiction of mediaeval life, but I aspire to a little more. People who buy Powermonger can look forward to conquering 195 levels full of mud huts and the occasional farmhouse. Not my idea of a fun night in.

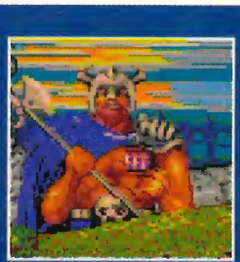
COMMENT

TOM GUISE

I'm disappointed by the lack of real improvement that Powermonger has undergone. There were plenty of unsatisfactory elements in the cart version that EA had the opportunity to sort out. First was the appallingly slow pace – if anything, the CD version is even slower. Secondly, the game suffers from obscurity — not letting you see the right information, such as the strength and location of enemy forces, when you need it. In its defence, there are lots of features to discover, and diehard strategists will love it, but it's all a bit heavy-going for the average gamesplayer.

▲ The halls of the mighty...

▲ Impressive presentation.



Presentation: 90

Some amazing fractal flight scenes - and some most impressive presentation screens throughout.

Graphics: 74

Nice 3D flights and some great effects, but essential detail is just too small.

Sound: 68

Some brilliant sampled sounds add loads of atmosphere, but there's no in-game music.

Originality: 80

Similar, but more complex than the Populous series. Not much new added during the conversion.

Playability: 76

Very difficult to get into. As the response time is so slow, you'll get frustrated very quickly.

Challenge: 75

Difficult at first to get into - and the game itself is pretty challenging too.

Lastability: 78

There are 195 worlds to conquer, but monotony creeps in surprisingly quickly.

OVERALL: 76

Excellent for strategy fans - however, Mega-Lo-Mania and Populous 2 are more enjoyable.

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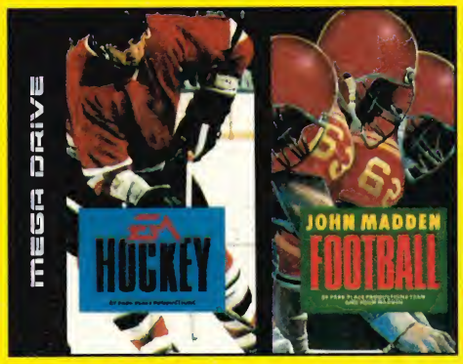

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SHINOBI 2

Joe Mushashi returns in another highly acclaimed Game Gear adventure. Shinobi 2 features excellent scrolling beat 'em up action - a fine addition to your Game Gear library.

ALIEN3

Alien 3 on the Megadrive is one of the greatest blasters available for the console. You control Ripley, who patrols the super-smooth scrolling platform levels of a prison planet, blasting apart Aliens with some effective weaponry ranging from pulse rifles through to hand-grenades! Put simply, Alien 3 is blasting action second-to-none.

STREETS OF RAGE

The scrolling combat game that started off an incredible craze hits the Game Gear in real style. Guide vigilantes Axel, Blaze and Adam through the eponymous scrolling streets, dishing out copius quantities of beat 'em up action. With brilliant graphics, along with some super playability, Streets of Rage is simply a superb 8-bit beat 'em up!

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A & SAVE WITH SEGA MAGAZINE

REVIEW

4 MEG

BY: SEGA

PRICE: £TBA

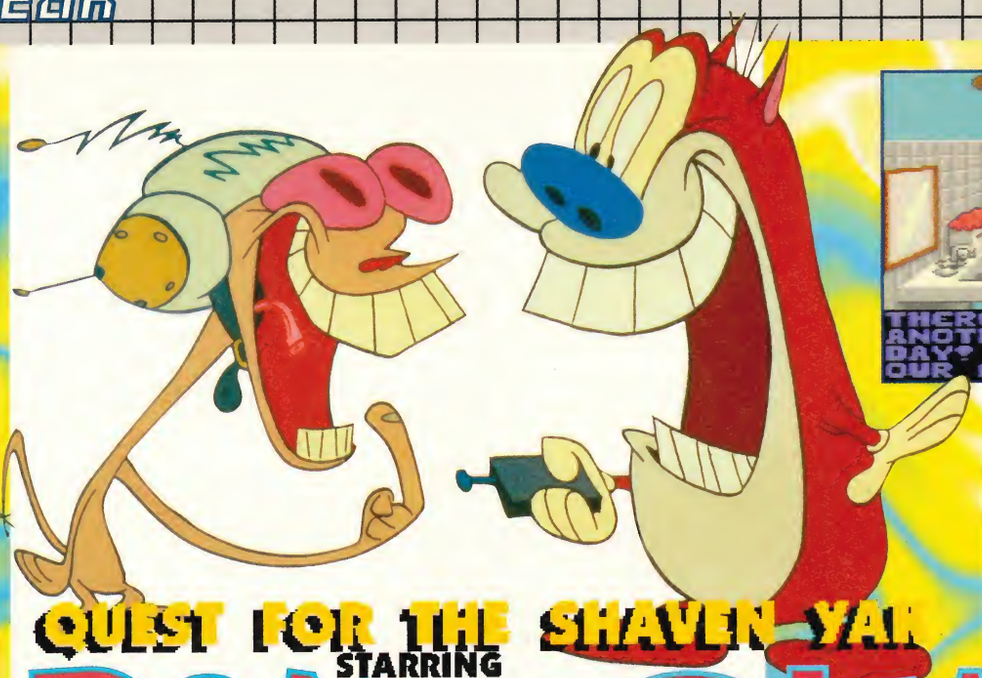
RELEASE: TBA

STYLE: PLATFORM

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: THREE



QUEST FOR THE SHAVEN YAK STARRING Ren & Stimpy

▲ Even the inter-level sequences are fairly dull.

Ren and Stimpy are the wackiest, most popular toons on TV at the moment, so it was only natural that, given time, they'd turn up on the Game Gear. The hand-held version boasts a completely different theme to the recently released Megadrive version and even incorporates more kerray-zee stunts.

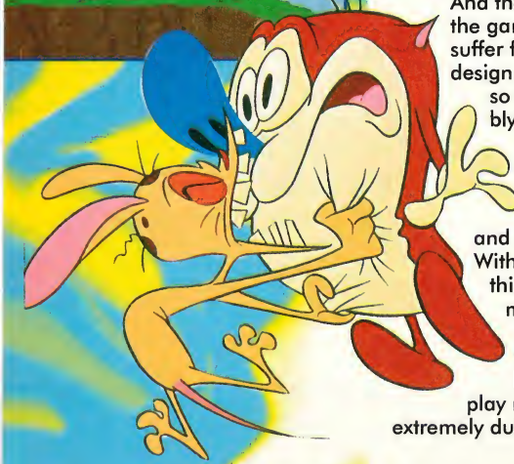
This time the pair are on the trail of their most favourite mascot, the shaven Yak. The fool has only gone and forgotten his hooves and without them, he won't be able to return for any more yak-shaving fests. Boo! The only possible course of action is to find him, give him his hooves and bring him back again.

Which all sounds rather dandy really. Only it isn't. All the humour found in the Megadrive version has been axed and instead of being a cooperative type of adventure with both sprites on screen, Ren and Stimpy take it in turns to play a level, leaving the adventure looking like a rather average platformer.

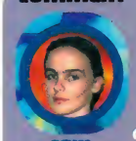
And that just about sums up the gameplay too. The levels suffer from over-simplistic design and the challenge is so low that you'll probably complete it within a couple of hours – especially as the programmers chose to include a password and a continue option.

With a little more thought this could have been so much better, but the absence of humour from the cartoon and lack of original gameplay makes this an extremely dull platformer.

▲ Each time you begin a new level you can select either of the pair to play it.



COMMENT



SAM HICKMAN

Ren and Stimpy the cartoon is funny. Fact. Ren and Stimpy the hand held game is not. When this appeared on the Megadrive, the game scored well owing to its wacky humour. Unfortunately, this version has none of the humour and more of the monotonous gameplay. The whole point of Ren and Stimpy is that they appear together, but in this version, they only get together in the inter-level sequences, which kind of misses the point really. Fans of the cartoon are going to be very disappointed indeed.

COMMENT

TOM GUISE

I may not be Ren and Stimpy's greatest fan, but I can see that their cartoons are packed with enough wild and wacky happenings to make a more than superb platform game. Shame then, that none of them made it into this one.The entire adventure consists of trundling along a series of clifftops, jumping and shooting at boring, repetitive baddies. The actual controls are quite responsive and if only there had been a bit more imagination put into the actual game design, it could have been a brilliant platformer, but it isn't.

▲ Don't be fooled kids! It's not as funny as it looks.

71 Presentation: There's some inter-level screens which provide a few lame laughs, but that's about it really.

76 Graphics: The sprites are very similar to their toon counterparts and the graphics are suitably garish, but the levels look too samey.

79 Sound: The tunes change enough times to not get on your nerves and the Ren and Stimpy theme tune is well-reproduced.

30 Originality: A highly unoriginal game if ever there was one.

77 Playability: It's very playable, but only because it's so easy. All the levels feature exactly the same gameplay as well.

50 Challenge: If you buy it in the morning, it won't even last you until lunchtime.

58 Lastability: Once completed, you'll feel little incentive to return.

OVERALL: Without the humour of the TV series, Ren and Stimpy are reduced to a very sad state.

54

TAPE THAT AND PARTY

Vid-gamers, take heart! You don't have to listen to that stupid tinkly-bonk soundtrack while you're playing *Sonic Turbo Sprout Farmer*. You could press the mute button and bliss out to this month's hour-long *Select* tape instead...
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OUT NOW

REVIEW

4 MEG

BY: SEGA

PRICE: £TBA

RELEASE: TBA

STYLE: RACING

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: N/A

GP RIDER™

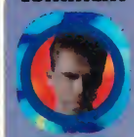
▲ There are three different bikes to choose from. One has good handling, one has good power and one has a bit of both. It doesn't make a great deal of difference which one you choose.

Based around the popular coin-op, GP Rider aims to bring all the thrills of motorcycle racing to Sega's humble handheld. Racing against 15 other riders, the aim of the game is simply to win. However to make things harder, you have to complete each lap within a certain time limit or it's 'Game Over'.

Unfortunately the arcade experience, complete with the full-size fake bike, has been somewhat reduced as it was thought to restrict the portability of the Game Gear. To make up for this, Sega have included four different racing options. In Arcade Mode you can race around the original coin-op course, Grand Prix gives you the chance to race a whole season across 14 international tracks, and for the fussier amongst you, there's the Tournament Mode where you can select exactly which courses you want to face. Plus, there's the added bonus of the World Tour, effectively a Game Gear version of Sega's classic Super Hang-On coin-op, in which you race against the clock across four different continents.

GP Rider is fast and fairly playable. Even on the Game Gear's often blurry screen, the graphics are clear with some very smooth scrolling. If you're looking for a bike game on the Game Gear this is the only one available. Fortunately though, it's not too bad either.

COMMENT



RICHARD LEADBETTER

It's odd that they called this GP Rider - it looks far more like Super Hang-On! However, although it bears very little resemblance to the coin-op, it must be said that there is something of a playable game lurking in the cart. It's great fun to play and although it's easy, you'll still be playing this - just because it's so fast and smooth. GP Rider isn't a bad road racer at all - in fact I recommend it warmly.

COMMENT

TOM GUISE

Considering the limitations of the Game Gear, GP Rider is an impressive conversion of Sega's coin-op. Graphically it isn't anything special, but what matters is that all the action can be seen clearly even when you're racing along at high speed. However, it's not without its faults. Dodgy collision detection means you'll find yourself riding safely through roadside objects. That's no bad thing though, because this game is extremely difficult. Considering this is the only GG bike game, it more than fills the gap. In one player mode it may soon get dull, but link up with a friend and you'll get plenty of two-player fun.

▲ Hit 280 kph in World Tour mode and you can fire your turbos, pushing your speed up to 324 kph. Not that you need to, because this section of the game is easy peasy.

▲ Hey, watch out for those pyramids.

Presentation: 83
A fair smattering of options and some neat intermission screens. Very polished.

Graphics: 85
Fairly basic, but incredibly clear and practical. The scrolling is impressive too.

Sound: 75
The energetic tunes bring forth visions of biplane dogfights. The engine sounds however, bring forth visions of hypnotic alien torture machines.

Originality: 84
There are other racing games on the Megadrive, but this is the only bike-racing game on the handheld.

Playability: 85
Yup, it's very playable indeed.

Challenge: 78
In Arcade, Tournament and Grand Prix mode the game is pretty difficult. In World Tour mode however, it's pimps.

Lastability: 72
In one player mode it'll soon get dull. Two-player fun is essential, but for most people that's not an option.

OVERALL: 82
Fast and fun, but you'll need two copies of the game plus two Game Gears and a friend to really enjoy it.

REVIEW

8 MEG

BY: TECMAGIK

PRICE: £TBA

RELEASE: TBA

STYLE: PLATFORM

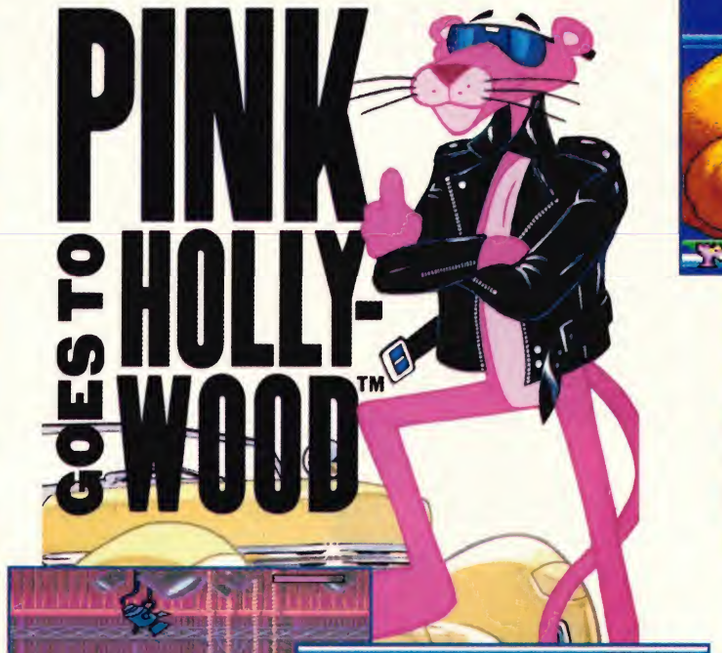
PLAYERS: 1

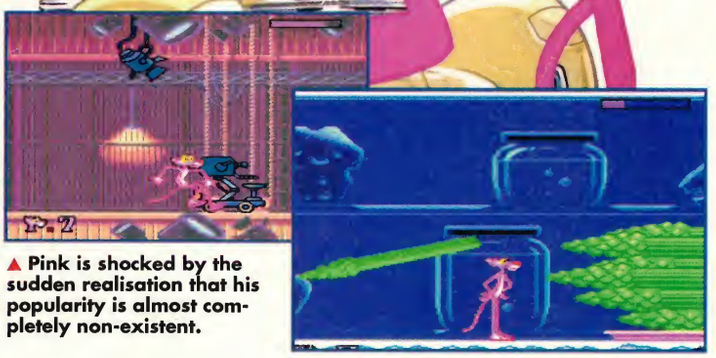
CONTROL: JOYPAD

CONTINUES: 3

MEGA DRIVE

PINK GOES TO HOLLY-WOOD™

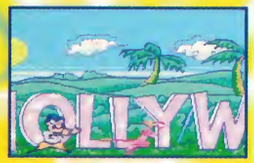




▲ Pink is shocked by the sudden realisation that his popularity is almost completely non-existent.

▲ This demo mode sums the game up perfectly. It lasts abut two minutes and it shows Pink falling into a river and just standing there helplessly for the duration. Another demo shows Pink taking about two steps and falling off a building to his death.

▲ The Panther knocks about one of his old haunts. Ha ha ha ha ha ha ha ha ha ha.



▲ David Copperfield's amazing "levitating over a river in a Pink Panther suit" trick.

The Pink Panther has appeared in any number of video game forms during his long and illustrious career (which is, thinking about it, solely confined to video games now). From the Spectrum to the Super NES, he has always amazed people with the poor quality of the graphics and gameplay on offer. Tecmagik have now produced the Megadrive version in a hope of redressing the balance towards quality software. But have they accomplished their Herculean task?

No, they haven't. To be perfectly, brutally honest, Pink Goes to Hollywood is dire from the word go. A lot of work has obviously gone into getting the look of the game right, and the sprites are pretty good - although only one of them has anything at all to do with the Pink Panther films or cartoons. However, the animation is useless, and even if it were great, the jerky, blurry scrolling eradicates all detail in its path.

As for the game, it plays more like some bizarre endurance test than a platformer. The levels are badly designed affairs, sprawling aimlessly with pointless dead ends. It's also quite possibly the most action unpacked game in the history of the Universe. Nothing ever happens. You just sort of vaguely wander around like Pink on Crutches waiting for an enemy to ambush you. When one finally does it seems almost a shame to immediately obliterate it with one punch of your extending boxing glove. You feel you ought to bait it a bit, play with the poor lonely blighter a while, so there's the suspense of having the creature waiting for you when you go back that way again.

The Megadrive has many platform games. There's loads of them - you can't move for 'em half the time. As such there is absolutely no excuse for this sort of product. Pink Panther fans are few and far between these days, and only chronic Pink completists who have all the Pink Panther shower curtain rings and his paw print and everything should even consider going near this.

COMMENT

SAM HICKMAN

Pink goes to Hollywood immediately strikes me as being an extremely rushed title. Everything from the corny level names (such as"Honey I Shrunk the Pink") to the terrible jerky scrolling seems to be unfinished and this is enhanced further by some incredibly badly designed levels. Tecmagik haven't even bothered to give Pink any unique features or bring any humour into the game. In fact, the only slightly credible aspect of the game is the music but that's hardly enough to save this abomination of a platformer.

COMMENT

RADION AUTOMATIC

If you're after something which is pointless, redundant, infuriating and about three hundred pounds too expensive, here's your game. There is nothing to justify the existence of Pink Goes to Hollywood. There really ought to be a law against this sort of thing.

Presentation: 70
Rudimentary options, "hilarious" intro and nowt else.

Graphics: 41
Some nice sprites, some bad animation, some horrendous scrolling.

Sound: 46
A rendition of the theme tune accompanies each level, supposedly reflecting the theme of the action. It doesn't.

Originality: 2
It's probably the first platform game we've seen of such low quality - but that doesn't really count.

Playability: 23
Pink Goes to Hollywood actually becomes more playable when you unplug the joypad.

Challenge: 65
A great test of nerve and stamina - how long can you last before swearing and throwing the cartridge away?

Lastability: 14
Approximately the length of your fuse.

OVERALL: 19
Why? Why did they have to do this?

REVIEW

16 MEG

BY: CORE

PRICE: £TBA

RELEASE: JUNE

STYLE: PLATFORM/ PUZZLE

PLAYERS: 1–2

CONTROL: JOYPAD

CONTINUES: PASSWORD

BUBBA 'N' STIX

Hmm. How is Bubba gonna get up there?

Well, just hit this lever to make this frog appear...

Bash the lid off this oil drum...

And the frog jumps into the drum. One instant tram-poline! With a bit of trial and error most of the puzzles can be solved this way.

Sticks are pretty useful things, you know. For instance, it was by rubbing two sticks together that Neanderthal Man first discovered fire. And did you know that trees grow sticks out of the sides of their trunks to help them bear fruit? Of course, the versatility of sticks goes further than just the invention of fire and the creation of fruit. They can be used as arms for snowmen and children even use them to ferry animal droppings around. What's more, should you ever happen to find yourself marooned on a distant alien planet, all you need for survival is a stick. Don't believe it? Well, it's all demonstrated in Bubba 'N' Stix, the latest Megadrive game from Core Design.

Bubba, an innocent earthling has been spacenapped by an evil alien zookeeper. However, after the spaceship crash-lands, he manages to escape with one of the other zoo specimens – Stix, an intelligent alien stick! With Stix in tow, Bubba sets off in search of a way back to Earth and so the game begins.

Each platform level is packed with puzzling situations which need to be solved and that's where Stix comes in. He has a whole host of uses – as a club, a boomerang, a snorkel, a snooker cue and a crowbar amongst others.Using it in the correct fashion is vital to solving each puzzle. It's all very reminiscent of TV shows like The Adventure Game or Crystal Maze. Well vaguely anyway.

There's a good balance of platform action and puzzle-solving here, but it fails to quite hit the spot. The pace is slow and for the most part, the puzzle element amounts to little more than trial-and-error. However, if you're looking for something in between Krusty's Funhouse and World of Illusion, then you'll no doubt enjoy Bubba 'N' Stix.

▲ Squash the alien with the rock. And laugh. Ha.

▲ See that big arrow? That's where you are.

COMMENT

SAM HICKMAN

Although initially Bubba 'N' Stix seems like a good idea, after playing it for about an hour you'll probably change your mind. The controls are extremely annoying, the gameplay is rigid and the puzzles are designed with maximum frustration in mind. Other platform puzzlers such as Lemmings at least require some lateral thinking, but in Bubba 'N' Stix all you have to do is think of different ways to throw your stick at the problem in hand, then wait for one of them to work. After you've completed all the puzzles once, you'll get really annoyed if you have to go over them again, which also presents problems for the game's lastability.

COMMENT

TOM GUISE

This really is a strange game. Considering the puzzle-solving theme, there's very little brain-work required. You know that somehow Stix is involved in each situation, so it's just a case of testing him out on everything until something reacts. What makes it really annoying though, is the fact that even though you know what to do, it can be really frustrating to actually do it, because the controls are so fiddly. That said, the levels are cleverly designed and completing each one has its rewards. It's not my cup of tea, but I can see the appeal of this game. Perhaps one for Puggsy and James Pond 3 fans?

REVIEW

Presentation: 82
Not much in the way of intro screens or options, but on the whole the game has quite a polished feel to it.

Graphics: 90
The cartoon graphics are well animated and the visual gags are hilarious.

Sound: 88
A good variety of spot-effects and some incredibly soothing ambient tunes.

Originality: 85
There's hardly a shortage of platform and puzzles games around. However, the combination of the two is quite refreshing.

Playability: 78
Bashing aliens and solving puzzles makes for a very fun game, although the controls are fiddly. It's a bit slow paced too.

Challenge: 84
A few simple puzzles on the first level allow you to get to grips with using Stix, before the real challenge starts.

Lastability: 72
Once you've solved all the puzzles there's not much reason to return.

OVERALL: 78
A more-than-decent platform/puzzler that provides plenty of entertainment, but not much excitement.

REVIEW

CD

BY: SEGA

PRICE: TBA

RELEASE: APRIL

STYLE: ADVENTURE

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: SAVE GAME

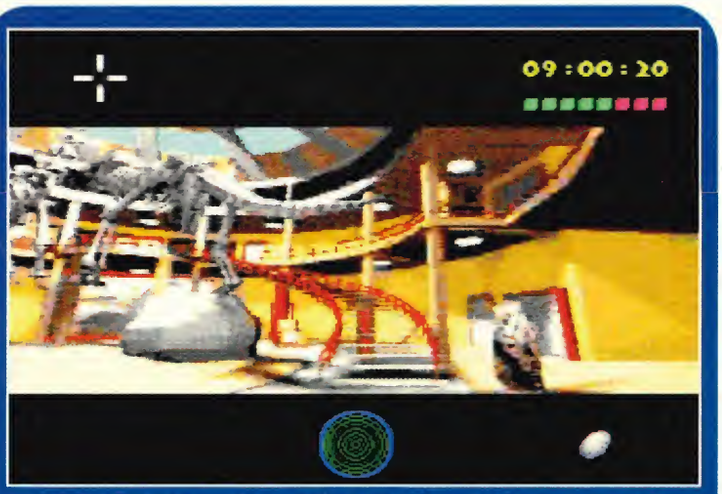
JURASSIC PARK

Seen Jurassic Park? Well you'll know how to complete this game, then, won't you? Ha! That's where you're wrong. Jurassic Park CD is actually based on the original book - so that's spied you hasn't it, eh?

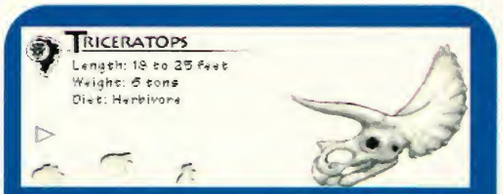
The game takes the form of a first-person perspective adventure. The emphasis is more on problem-solving and puzzling than arcade skills, although you will need quick reflexes in some parts of the game. The controls make things easy enough though, with different commands to pick up items and move around the park.

A lot of work has obviously gone into creating the atmosphere for Jurassic Park. From the sounds of insects, birds and far-off dinosaurs in the background to some creepy set pieces, JPCD really draws you into the action. Unlike titles such as Mystic Mansion, there's a high level of interactivity and loads of locations to visit. Some of the FMV links between areas are a bit ropey - like the Keystone Cops without the Steadycam, but for the most part they do enhance the game.

Jurassic Park CD is very enjoyable indeed and you can't help but get involved with the proceedings. The Mega-CD is put to good use here - there's no way you could produce this on a cartridge. If you've got a CD machine, this is definitely worth a go, both as an ace game and a worthy showpiece.



▲ If you thought Ground Zero Texas looked ace, all the point-and-shoot excitement is included in Jurassic Park thanks to your stun gun. That's if you can find the thing first.



▲ Each species of dinosaur behaves in a different way. Some are easily scared, although others have a tendency to eat you very quickly. Swot up on their psychology before you explore their territory.

▲ Picking up eggs is no problem for your dinky Beadle paw.

COMMENT

RADION AUTOMATIC

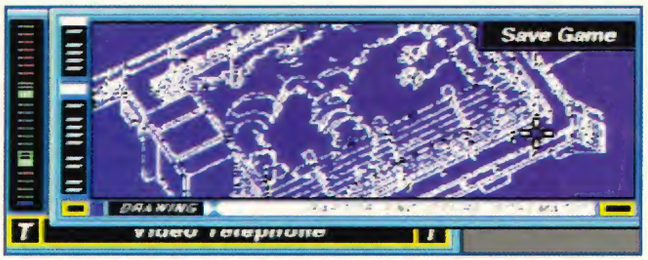
Of all the console conversions of Jurassic Park, this is the one that comes closest to conveying the atmosphere of the movie. All the locations are highly detailed, each species of dinosaur has its own behaviour patterns and the time limit accentuates the tension. If you're in the market for a new CD game, this is a brilliant title.

COMMENT

TOM GUISE

For some reason, this game is totally different from what I expected. I had this idea that it was going to be stunning looking, with no gameplay.I'm glad to say I was wrong. Highly interactive and very atmospheric, Jurassic Park is one of the best Mega-CD games around. It may lack action but is nonetheless extremely enjoyable.

▲ Shoot to kill! Destroy! Ahahaha! Murder!



▲ Accident Prone Man surveys the map of the park from the command computer, noting the scene of the trouble and racing to the rescue...

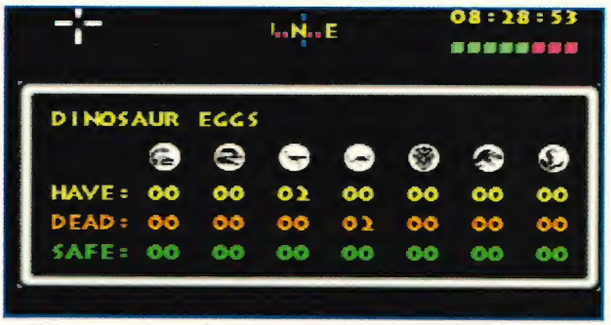
▲ Eek! I'd better take the chopper!

▲ Plunge! Aiieee! Quick - the jeep!

▲ Smash! Oof! Phew! If...I can...just..make it to the Land Rover...

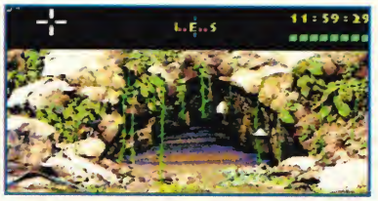
▲ Roll! Crunch! Scream! Trundle! Gore! More screams! Ooh, I'll lose my insurance for this!

▲ If you load up the Jurassic Park game on the computer in the Control Room you get to play the game - inside the game!
PS This is a lie.

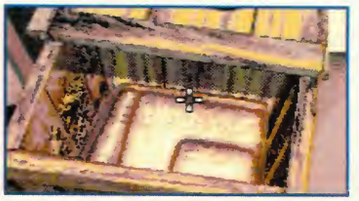


▲ This screen shows how many eggs you've collected, how many have died because you didn't get them to the incubator on time, and how many are safely incubated away.

▲ Hey! Good job they're focusing on the task in hand at control and not larking about with paper planes.



▲ Caves. Fun for all the family.



▲ An empty crate looks pensive.

REVIEW

Presentation: 90
In-game presentation is brilliant, concise and impressive, but out-of-game presentation is a bit poor.

Graphics: 95
Smooth moving, well animated with nicely detailed sprites and backgrounds.

Sound: 90
None of the film soundtracks here, just the occasional dodgy bit of spot music.

Originality: 82
Surprisingly original in places, although the format doesn't exactly break much new ground.

Playability: 94
Piece of cake to get into, and the atmosphere makes the action highly absorbing and addictive.

Challenge: 89
Some of the puzzles take a while to work out, and the game save leaves you with the same amount of energy, increasing the difficulty.

Lastability: 88
Even when you've completed the game you'll go back to it just to run around the island.

OVERALL: 92
A highly ace product well worth anyone's money. Mega-CD owners should seek this out immediately.

OUT NOW

▲ Hooray! It's out at last!

▲ That's Virtua Racing if you didn't know.

▲ Which would make you pretty stupid.

VIRTUA RACING
SYSTEM: MEGADRIVE
BY: SEGA

This is the big one. The first (and now probably the last, owing to the Mega-32 project) game to use the much vaunted Sega SVP chip. If you saw the exclusive review and showcase last month, you'll know everything you need to know about this immense, ground-breaking coin-op conversion.

Virtua Racing has everything from the coin-op crammed into it and more. All three tracks are in there, along with a brilliant two-player mode (with handicaps for good players) and just about everything else that made the original game so good to play.

There is absolutely nothing that touches this on the Megadrive and until the Mega-32 version undoubtedly appears, this will remain the most technically advanced and playable road racer available on a console. And for the last time, the official price of the game is £69.99 - not "around £80", "£80 to £100" or anything like that. Expensive, yes, but you'll get your money's worth if you're a die-hard Virtua fan.

FIRST ENCOUNTER: OCTOBER, 1993
LONG TERM COMMENTS: Only three tracks, but so playable we're still glued to the Megadrive. Truly an excellent conversion.
OVERALL: 94%

SKITCHIN'
SYSTEM: MEGADRIVE
BY: ELECTRONIC ARTS

More than a little similar to the Road Rash series, Skitchin' puts you in the shoes of a top rollerblade racer. Your mission is to skank lifts off the back of cars, then use the subsequent slipstream to propel yourself even faster down the road. Of course all your blading buddies have the same idea as you, and the action soon degenerates into a pushy-shovey-squelchy situation. Come first and you'll win prize money so you can upgrade your skates, come last and you'll be scraped off the road and left to pay your very expensive hospital bills.

While the graphics and soundtracks are both excellent, this is hardly a very original idea. Apart from the variety of tricks that your individual rollerblader can execute, this is almost identical to Road Rash 2, which is over two years old now. Two-player mode does perk up the action somewhat and the races are very addictive, but it's still a case of mutton dressed as lamb.

FIRST ENCOUNTER: JANUARY
LONG-TERM COMMENTS: Good fun and very addictive, but Road Rash fans won't be very impressed.
OVERALL: 80%

SUB-TERRANIA
SYSTEM: MEGADRIVE
BY:SEGA

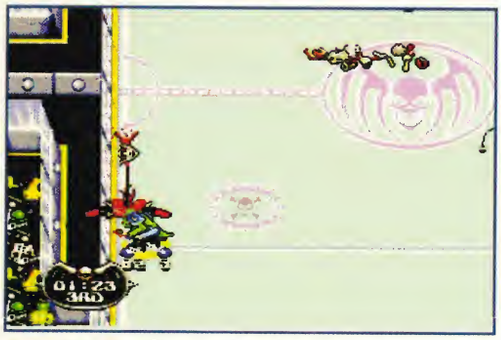
This game made the cover a couple of months ago and was instantly hailed as one of the most original shoot 'em ups ever. The evil Svin is bent on conquering the universe and yes, you are the only person who can save it. The nine levels are dispersed between disused mines, deep space and underwater caverns and the idea is to basically shoot everything in sight. Your ship is also equipped with two power thrusters that work to combat the forces of gravity which constantly pull you down. As this is a 16Mbit cart, a lot of effort has gone into creating both extremely plush graphics and lots of extra little features throughout the levels. It may be a bit easy, but it's definitely a game that's going to keep you addicted to the bitter end.

FIRST ENCOUNTER:JANUARY
LONG TERM COMMENTS: An extremely original concept for the Megadrive and a compelling adventure throughout.
OVERALL:90%

▲ Bryan Ferry tries his best to look cool in a 1950s space suit.

▲ An action-packed shot here, full of thrills and spills.

▲ That's a bit more like it. A bit of shooting, that's what we like to see.

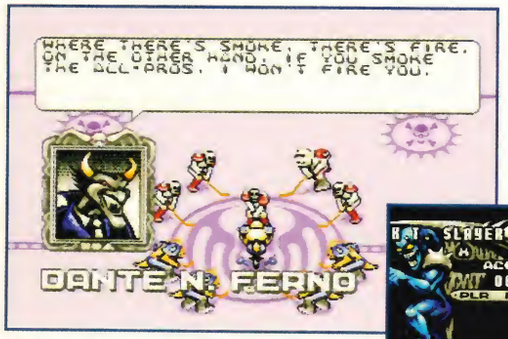


▲ Tonya Harding makes her escape.

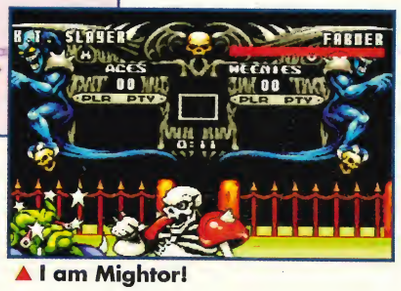
MUTANT LEAGUE HOCKEY
SYSTEM:MEGADRIVE
BY:ELECTRONIC ART

If you've ever played NHLPA Hockey, you'll have a pretty good idea about the contents of this game. What the programmers have done is taken the basic game engine from NHLPA and added a few gore routines, some new characters and given it a new name. This gives the age-old hockey game a new lease of life for a while, and the tongue-in-cheek violence works very well, but it soon loses its novelty value. The scrolling is poor, the sound is awful and the controls aren't quite spot on. If you're after a hockey game, NHLPA is still the obvious choice as this really isn't much fun at all.

FIRST ENCOUNTER:FEBRUARY
LONG-TERM COMMENTS: Fun for a while, but you'll soon tire of it. Not one you'd come back to very often.
OVERALL:65%



▲ That Dante, he's such a wit. Oh ho ho. Ho ho ho.



▲ I am Mightor!

▲ You can't argue with that, can you?

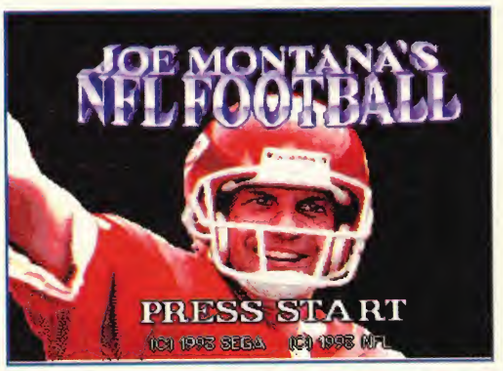
OUT NOW

JOE MONTANA NFL FOOTBALL

SYSTEM: MEGA-CD
BY: SEGA

The first American Football simulation for the Mega-CD is pretty good, it must be said. First of all, the programmers have made extensive use of the Mega-CD's ASIC sprite-scal ing and the result is a very smooth, very realistic pitch. The effect is smart and is shown off exceptionally well in the game. The replay options have a "ball's eye" view of the action which is basically spectacular.
On the gameplay front, it must be said that it doesn't really compare in terms of tactics and strategy to Madden '92 or '93 on the Megadrive - both of which are better to play (if not as good graphically) as this.
Definitely a pretty good game, if not a Mega-CD classic. Well worth a look.

FIRST ENCOUNTER: NOVEMBER, 1993
LONG TERM COMMENTS: We can't really say our opinion on this one has changed at all since we reviewed it in issue one.
OVERALL: 79%



▲ Hey there everyone! My name's Joe! Ha ha!

▲ Look at my neat game!

JURASSIC PARK

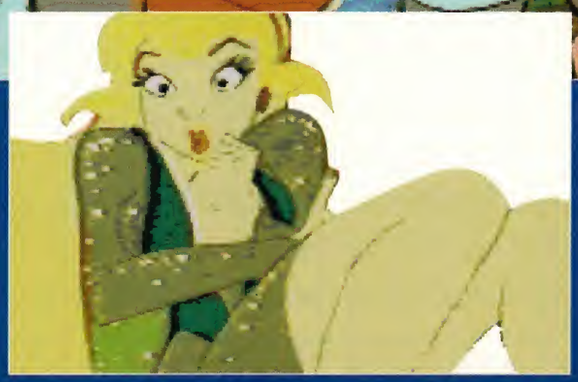
SYSTEM: MEGA-CD
BY: SEGA

The game version of last year's most hyped film finally makes its way on to CD this month, and thankfully, much more effort has been put into this than the Megadrive version. Although a lot of the film footage has been used (as well as some previously unseen footage) the actual game structure is based on the original book. Also unlike the Megadrive version, this is a first-person perspective adventure and is mainly based on your puzzle solving abilities.
The graphics, as you would expect are absolutely gorgeous and the atmosphere is almost unrivalled on the Mega-CD. The only disappointing feature is that often, the inter-level screens are a little jerky and the processor takes a bit too long to update.

FIRST ENCOUNTER: JANUARY
LONG-TERM COMMENTS: This will certainly keep you addicted until the end and is one of the most atmospheric titles on the Mega-CD
OVERALL: 92%

▲ Hey! Look at me! I'm a brontosaurus!

▲ Sassen frassen rassen.



▲ It's not fair. I always have to caption really boring shots like these. Why can't I have some good captions, eh? I repeat, it's just not fair.

DRAGON'S LAIR

SYSTEM: MEGA-CD

BY: SEGA

Although Dragon's Lair was at one time a hugely innovative game, it can hardly compete with today's more sophisticated titles. The astounding graphics found on the original coin-op have been converted extremely well, but when you consider that this is basically a simple cartoon with a few different decision paths, it's hardly surprising. Gameplay is limited to pushing buttons and jumping when the appropriate lights flash on the screen, and once you've worked out the sequences, you'll breeze through the game in no time. This also means that you're unlikely to return to the adventure once it's been completed, as after you've gone through the routine once, there are no new features to discover.

Initially, this does seem fairly impressive, but it will soon become tiresome and it's hardly what you'd call value for money.

FIRST ENCOUNTER:1984

LONG-TERM COMMENTS: May have been laugh when it first appeared in the arcades, but the absence of any gameplay is rather embarrassing by today's standards.

OVERALL:50%

Master System

STREETS OF RAGE 2

SYSTEM:MASTER SYSTEM

BY:SEGA

One of the most famous beat 'em up series ever comes to the Master System this month and a mighty fine conversion it is too. The 8-bit system manages to retain all the atmosphere found on the Megadrive version and the graphics are of top-notch quality. Unfortunately though, this is let down somewhat by a lack of enemy sprites on screen, reducing the challenge significantly.

FIRST ENCOUNTER:DECEMBER

LONG-TERM COMMENTS: Although it's one of the best beat 'em ups on the Master System, it will be completed in no time. Still, you may find yourself returning to it for the odd play.

OVERALL: 80%

▲ So, d'you come here often?

▲ More disco escapades with those fun-loving jigsters.

▲ Mega exclusive! SEGA MAGAZINE exclusively reveals these exclusive first shots of Streets of Rage 4 on the the Saturn! Phew what a scorcher etc.

NEXT MONTH

- MORE ON SEGA'S INCREDIBLE MEGA-32 SYSTEM, INCLUDING EXCLUSIVE DETAILED SPECS THAT REVEAL THE TRUE POWER OF THE 32-BIT UPGRADE, PLUS THE LATEST NEWS ON WHAT GAMES WE CAN EXPECT TO SEE.

- MORE EXCLUSIVE PREVIEWS THAN YOU COULD EVER BELIEVE. WE BRING YOU UPDATES ON SOLEIL (NOW KNOWN AS RAGNACENTIM) AND TREASURE'S RATHER EXCELLENT RELAYER ARCADE ADVENTURE.

- INTRODUCING FEEL! SEGA ARE PROUD TO REVEAL A NEW CHARACTER WITH THE PERSONALITY AND SPECIAL ABILITIES TO RIVAL THE MIGHTY SONIC. WE SAW AN EARLY VERSION OF THE GAME LAST DECEMBER AND IT LOOKED AMAZING. YOU CAN GET A FIRST LOOK NEXT MONTH.

- DYNAMITE HEADDY. HE'S CUTE, HE'S FAB AND HE'S LOST HIS HEAD. TREASURE (again) HAVE COME UP WITH A GAME UNLIKE ANY OTHER. INTRIGUED? THE EXCLUSIVE PREVIEW OF DYNAMITE HEADDY FEATURES NEXT MONTH.

- WE CAN'T BE QUITE SO SPECIFIC ON WHAT'S IN THE REVIEWS SECTION, BUT WE CAN SAY THAT WE'LL HAVE THE FIRST REVIEW AND IN-DEPTH FEATURE ON TOMCAT ALLEY - THE GREATEST FMV GAME YET, OR MORE OF THE SAME? FIND OUT NEXT MONTH.

SO, IT ALL SOUNDS PRETTY STUNNING EH?

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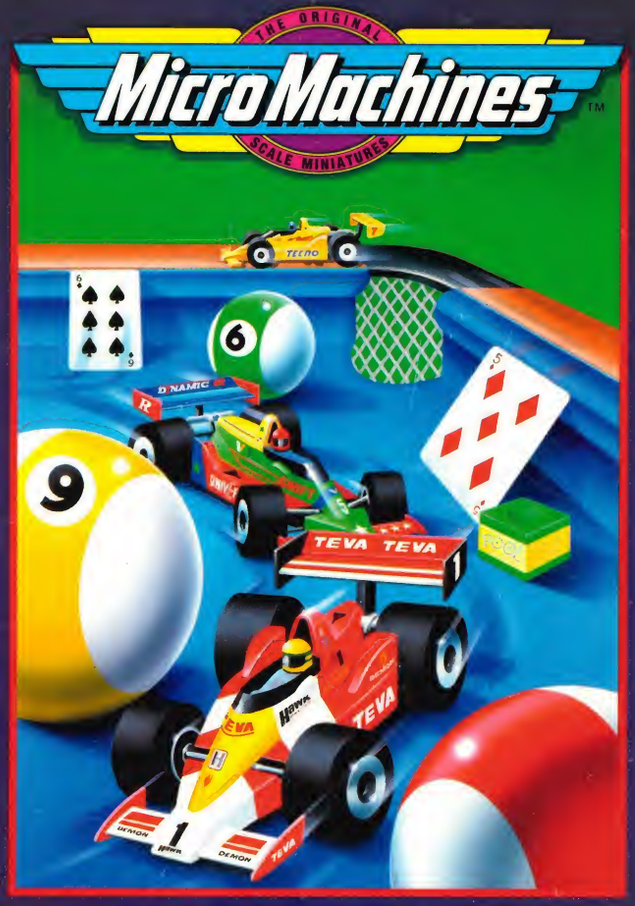

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"The best Master System release in months - an essential purchase" Mean Machines Sega - Master System™ – 93%
"Probably, the most playable game ever seen on the Mega Drive" Games Master - Mega Drive™ – 93%

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